ARCADE VIDEO GAMES #2

580 FLYERS

1980–1982

Pac-Man • Missile Command • Qix • **Centipede** • Berzerk • Tempest • **Defender** • Battle Zone • Galaga • **Donkey Kong** • Scramble • Stargate • Super Cobra • Frogger • **Mr. Do!** • Q*Bert • Dig Dug • Pole Position • Popeye • Jungle Hunt • Zaxxon

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ARCADE VIDEO GAMES #1
ARCADE VIDEO GAMES
557 FLYERS
1971–1979
ARCADE VIDEO GAMES #2
ARCADE VIDEO GAMES
543 FLYERS
1980–1982
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By 1980, arcade video games had become an integral part of popular culture, with Space Invaders «at the helm.» And if the 1970s games did not particularly vary in genre diversity (for the most part, Pong and its copies, space-style shooters, and simple races), then completely new genres appeared in the early 1980s. And, of course, they were no longer black and white, but bright color games with good sound.

As soon as it started, the new decade presented players with the «all-time hit» — Pac-Man (#48), the best-selling arcade game in history. Released with a «circulation» of 400,000 copies, it was in almost all video arcades, and in general, everywhere where arcade games could be placed.

Toru Iwatani, an employee of the Japanese company Namco, suggested that since arcade games had become a serious business, and developers had focused mainly on shooters, this meant that a large share of the market had not yet been tapped — the female audience. In Japan, consoles with classic Mahjong solitaire games had already started to appear, mainly aimed at girls; but Toru wanted to do something really arcade and fun, for everyone. The theme selected was food, so there was a «bun» Puck-Man, from the Japanese onomatopoeic «paku-paku» — something like our «yum-yum.» Oddly enough, the game was moderately successful in Japan itself, without generating much hope. But in the United States, where it was «brought» by Midway, it was greeted with enthusiasm. However, the name was prudently changed to Pac-Man, due to fears that joker-vandals would change the letter «P» to «F».

Midway decided to «squeeze out of the theme» everything possible, and released another hit: Ms. Pac-Man (#167), with a bun-girl. It is noteworthy that they did not ask for Namco's permission, but the Japanese company, satisfied with the resulting high level of sales (115,000 consoles), gave Ms. Pac-Man official status after the fact.

1980 was generally generous with original novelties. There was the arcade game Missile Command (#146), which would hit the big screen 11 years later — a teen-aged John Connor played it enthusiastically, using money stolen from an ATM. And, apparently, it was no coincidence the director chose the by-that-time ancient Missile Command, because the goal of its player is to protect a peaceful city from a massive missile attack. The anti-aircraft gun sight here is guided by a trackball (like on old laptops, only much larger); the anti-missile will be aimed at a given point, and explode in a fireball when it reaches its target.

If developers of many games, including the military, tried to imitate the real world, Taito game designers moved the play to capture abstract territory, so Qix (#205) is more like a game of knives, where the player tries to cut off a larger piece from the playing field. This idea was developed in the following year, 1982, in the movie «Tron» and the game of the same name (#543).

This is a common phenomenon when one product (no matter what it is — a game, book, or movie) becomes the starting point for creating another, also quite original product. The popular Centipede arcade game (#39), where you need to destroy a dangerous approaching centipede into parts, is very similar in gameplay to Galaxian (or Space Invaders).

By the way, the theme of Galaxian was still «on the crest of the wave», and its copies continued to come out, among which we can note Phoenix (#187).

Pac-Man, in turn, generated interest in maze games, where the player's movements are severely restricted at a particular point in time. It may seem strange, but the Pac-Man gameplay is not bad for auto racing, used by the same Namco in the form of a Rally-X arcade game (#209), where a sports car moves through a «labyrinth of streets» collecting flags. It was in this game that the first radar appeared in an arcade game's interface: the player's car, flags, and opponents were displayed as dots on an additional map.

The labyrinth shooter Berzerk (#19) became quite popular — almost 16,000 consoles. This game, despite its primitive graphics, can even be called a «distant ancestor» of Wolfenstein 3D, DOOM, and others like it.

If Berzerk offered the usual «flat» graphics with a view from above, then the equally popular new items of the year — Tempest (#299) and Battle Zone (#24), space and tank shooters, respectively — showed almost real 3D graphics, and it didn't matter that all the objects on their screens were marked only with simple lines.

After the release in the next year, 1981, of the arcade game Donkey Kong (#76), which laid the foundations for the «platformer» genre, it seemed like «something incredible will happen» every year in the arcade game world. It sold 132,000 consoles and became third in the world rankings of the most popular arcade games, after Pac-Man and Space

Invaders. But, alas, no one knew then that in a couple of years the golden era of arcade games would come to an end, and the machines would never again be sold in the tens of thousands.

It is noteworthy that Donkey Kong «united» on its screen characters from the distant past and the near future: the huge gorilla King Kong, who first appeared on movie screens in 1933, kidnapped a princess, who a nameless man in overalls is trying to rescue from the clutches of the monster; he would soon became one of the Mario brothers!

1981 is remembered for horizontal flying shooters: Scramble (rocket) (#224), Super Cobra (helicopter) (#282), Stargate (space fighter) (#272). Often you could not only shoot in these games, but also bomb opponents located on the ground, which added variety to the process.

But perhaps the most fun and original arcade game of this year was not a shooter, but Frogger (#91), an arcade puzzle in which you need to safely move a frog across a busy highway, and then help him cross a river, jumping from log to log. The official game by Japanese company Konami was released on a variety of gaming platforms and PCs, with the most recent versions, in 2009, on the Wii and PlayStation 3.

The year 1982 went down in the history of arcade games as the most profitable: it brought the industry $8 billion. At that time, there were 10,000 specialized video arcades in the United States alone, and the number of places where you could find a couple of arcade games was incalculable. The hits came out one after another: the already mentioned Ms. Pac-Man; Mr. Do! (#525) and Dig Dug (#377), whose gameplay was repeated in the famous Digger for IBM PC; Q*Bert (#479), where a bird jumps on a slope and repaints blocks; Popeye (#475), a platformer in the style of the future Mario; Jungle Hunt (#407), another platformer in which Tarzan saves a beautiful woman; and Space Duel (#437), another copy of Asteroids.

The shooter Zaxxon (#507), with isometric graphics that are impressive even today, was voted the most beautiful game of the year. However, it was not easy to play. The horizontal shooter Moon Patrol (#441) pleased players with an interesting graphical solution: it used the parallax effect for the first time in the world. Unlike the previous year's «flyers», here the player controlled not a spaceship, but a three-axis Moon buggy.

Fans of the racing genre liked «Need for Speed», a Pole Position (#463) simulator from the creator of Pac-Man, Toru Ivatani.

If there is a debate among historians about the year of the beginning of the golden era of arcade games, then everyone's opinion about its end is unequivocal: 1983.

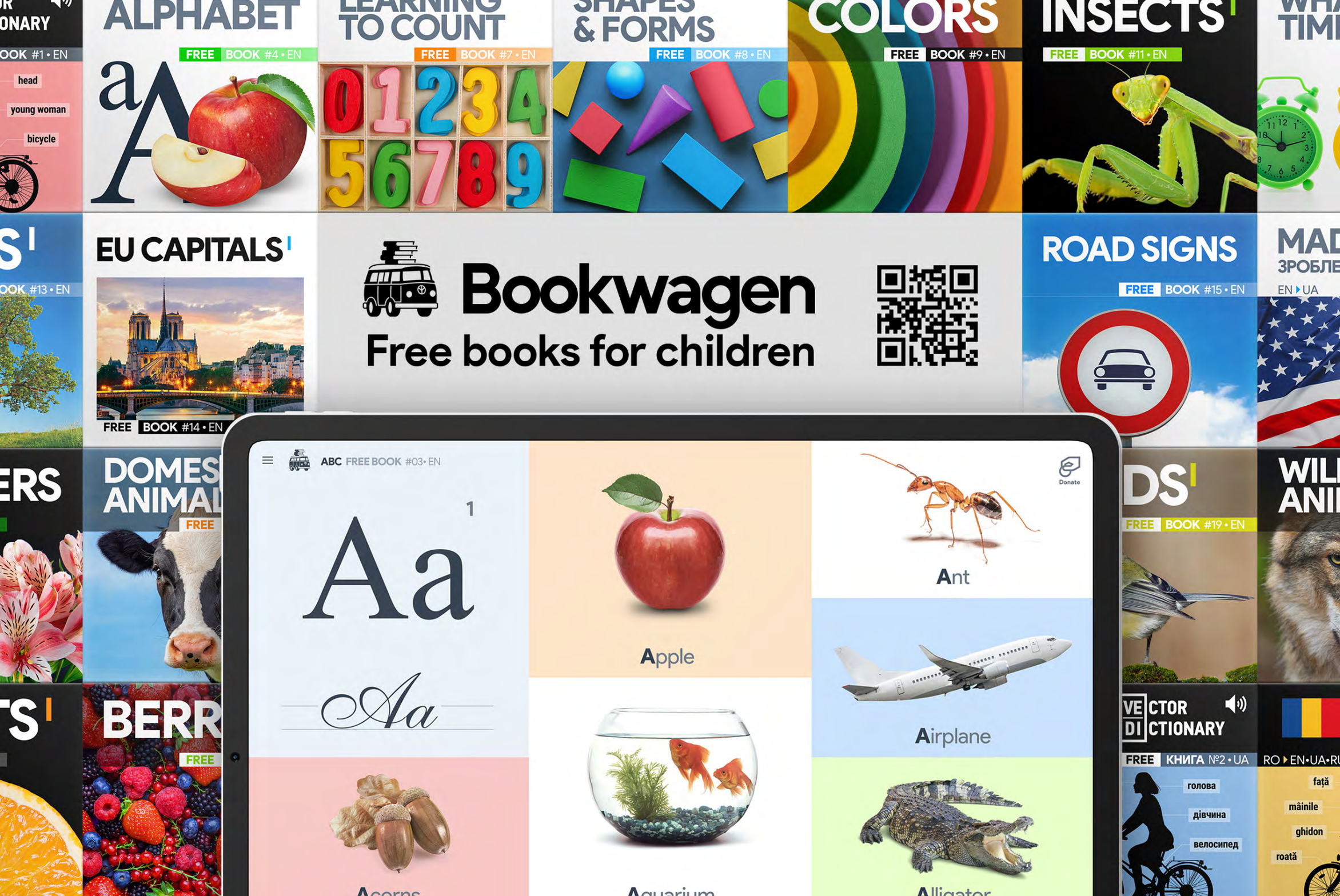
Despite the bright hits released at that time, this year was disastrous for the entire video game business, not only for arcade games, but also, first of all, for TV game consoles, whose sales had declined 97% by 1985.

One of the main reasons for the deep decline was the release of a large number of low-quality gaming products that flooded the market.

In Japan, this crisis was called «Atari shock.» The owner of Atari, Warner Communications, whose shares fell from $60 to $20, had to get rid of the unprofitable division that produced video game consoles, retaining only the production of arcade games. As a result, two companies were formed: Atari Corporation, acquired in 1984 from Warner by former Commodore owner Jack Trammell, and Atari Games, which Warner kept for itself.

But the desire to play ultimately prevailed. Nintendo proved that the market was still alive with the release of the super-popular Nintendo Entertainment System, and the «Renaissance» of arcade games came with the heyday of the fighting game genre, in particular with the 1987 release of Street Fighter from the Japanese firm Capcom.

Vladimir Nevzorov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Spielreiz: Spitze
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#1

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Nürgburgring/3 erschließt aufgrund seiner niveauvollen Konzeption und des geschmackvollen Gehäuses Aufstellplätze in gediegenen Empfangshallen und Wartesälen, für die Münzautomaten bisher nicht gefragt waren.
Patente angemeldet
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Breite: 0,56 m Gewicht: 85 kg

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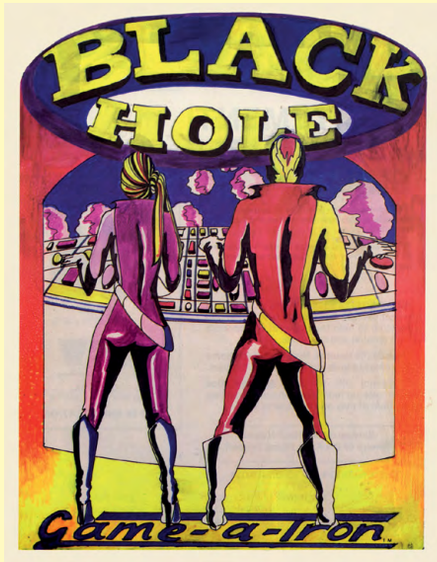
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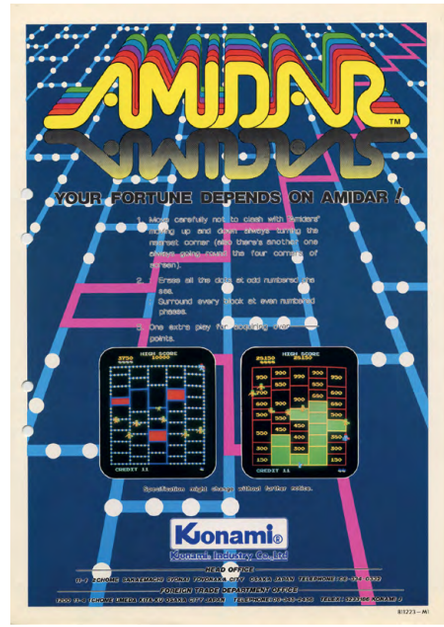
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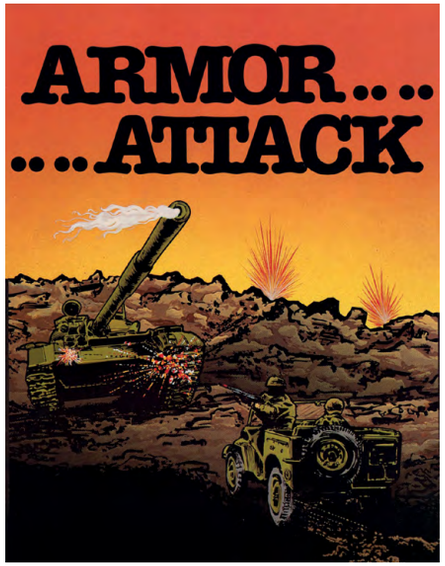

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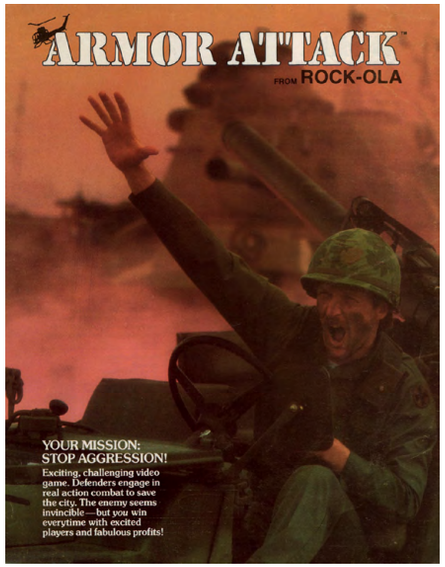

ARMOR ATTACK!

The compelling action game everyone wants to play and play—because no one can resist the dramatic, true-to-life audio and visual effects of a fierce military encounter.

Game plan

It looks like a mission impossible. The enemy's tanks are lurking in the streets and swarming over the city. Just when least expected, a helicopter appears overhead, swoops down, and picks off the defenders. The only defense you have is a jeep with a cannon—and the odds seem impossible. But you plunge into the battle because your mission is crucial—THE ENEMY MUST BE DRIVEN OFF OR DESTROYED!

Play begins as your jeep appears on the screen. Enemy tanks also appear and stalk through the streets to move in for the kill. But by "blood and guts" courage and skillful maneuvers, you get into position to "zap" the invaders.

All the while, the defending jeep must be alert for deadly "choppers" that unexpectedly appear overhead, intent on its destruction. The jeep is in triple peril. It can collide with the tank. *Crunch!* Or be blown to bits by a hit from the tank's gun. *Boo!* Or the helicopter rockets can annihilate it in a dazzling explosion. *Boom!*

The challenge is overwhelming. Excitement mounts. The tanks and helicopters get faster and faster as the game progresses, calling on ever greater skill from the jeep's operator. The battle continues until all jeeps are destroyed. True-to-life combat action at its best!

For one or two players

ARMOR ATTACK ideally lends itself to one or two player mode. When the 2-player button is pushed, second series of jeeps appear. Both players "join forces" and play simultaneously to destroy enemy's land and airborne targets in furious live action combat. Double your earnings! Individual and team scores are displayed.

Scoring

Tank body: 20. Tank turret: 30. Helicopter: 100. Bonus is advanced by 10 points per tank. By advancing bonus to 50, player scores an extra jeep which then resets bonus to zero.

Specifications

Electrical
AC 100/120/220/240V
50/60 Hz 140W

	uncrated	crated
	cm	cm
Height	176	183
Width	66	84
Depth	76	84
	kg	kg
Weight	110	124

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Height	76	84
Width	66	69
Depth	81	87
	kg	kg
Weight	76	84

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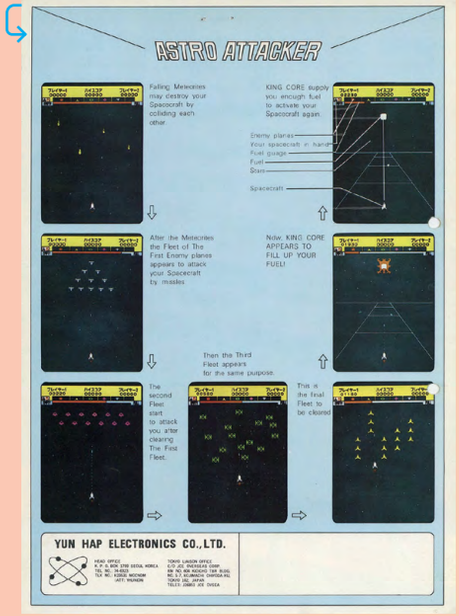

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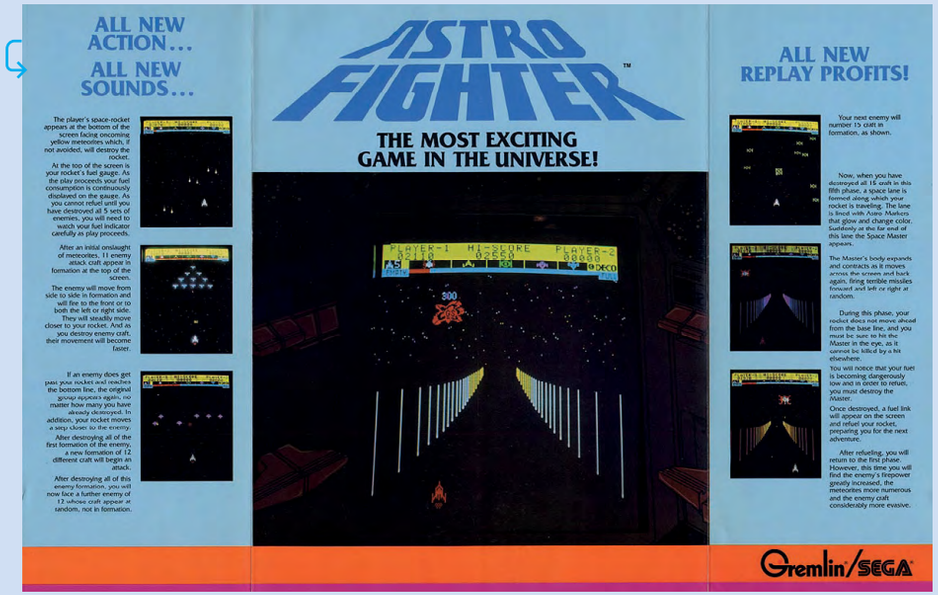
ALL NEW ACTION...
ALL NEW SOUNDS...
The player's space-rocket appears at the bottom of the screen facing oncoming yellow meteorites which, if not avoided, will destroy the rocket.
At the top of the screen is your rocket's fuel gauge. As the play proceeds your fuel consumption is continuously displayed on the gauge. As you cannot refuel until you have destroyed all 5 sets of enemies, you will need to watch your fuel indicator carefully as play proceeds.
After an initial onslaught of meteorites, 11 enemy attack craft appear in formation at the top of the screen.
The enemy will move from side to side in formation and will fire to the front or to both the left or right side. They will steadily move closer to your rocket. And as you destroy enemy craft, their movement will become faster.
If an enemy does get past your rocket and reaches the bottom line, the original group appears again, no matter how many you have already destroyed. In addition, your rocket moves a step closer to the enemy.
After destroying all of the first formation of the enemy, a new formation of 12 different craft will begin an attack.
After destroying all of this enemy formation, you will now face a further enemy of 12 whose craft appear at random, not in formation.
ASTRO FIGHTER™
THE MOST EXCITING GAME IN THE UNIVERSE!
ALL NEW REPLAY PROFITS!
Your next enemy will number 15 craft in formation, as shown.
Now, when you have destroyed all 15 craft in this fifth phase, a space lane is formed along which your rocket is traveling. The lane is lined with Aztec Markers that glow and change color. Suddenly at the far end of this lane the Space Master appears.
The Master's body expands and contracts as it moves across the screen and back again, firing terrible missiles forward and left or right at random.
During this phase, your rocket does not move ahead from the base line, and you must be sure to hit the Master in the eye, as it cannot be killed by a hit elsewhere.
You will notice that your fuel is becoming dangerously low and in order to refuel, you must destroy the Master.
Once destroyed, a fuel link will appear on the screen and refuel your rocket, preparing you for the next adventure.
After refueling, you will return to the first phase. However, this time you will find the enemy's firepower greatly increased, the meteorites more numerous and the enemy craft considerably more evasive.
Gremlin/SEGA

MESSE NEUHEIT
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#15

ASTRO FIGHTER
PAT-P
HERE'S AN EXITING SPACE GAME WHICH WILL KEEP YOU ON THE TIPS OF YOUR TOES.

#16

1. The player's space-rocket appears at bottom of screen facing oncoming yellow meteorites which, if not avoided, will destroy the rocket.
At the top of the screen is the player's rocket's fuel gauge. As the play proceeds a blue line will appear below it to show your fuel usage. As you cannot refuel until you have destroyed all 5 sets of enemy, you will need to watch your fuel indicator carefully as play proceeds.
2. After an initial onslaught of meteorites, 11 enemy planes will appear in formation at the top of the screen.
The enemy will move from side to side in formation and will fire to the front or to both the left or right side. They will steadily move closer to your rocket, and as you destroy enemy planes, the remainder's movement will become faster.
3. If an enemy does get past your rocket and reaches the bottom line, the original group will appear again irrespective of how many you had already destroyed and, in addition, your rocket will be moved a step closer to the enemy.
After destroying all of the first formation of enemy, a new formation of 12 planes in 2 lines will begin an attack.
4. After destroying all of the previous enemy, you will now face a further enemy of 12 whose craft will appear at random, not in formation.
5. Your next enemy will number 15 craft and will appear in formation as shown.
6. Now, when you have destroyed all 15 craft of the previous enemy, a space lane is formed on screen along which it seems your rocket is travelling. The lane is lined with poles that glitter and change colour. Suddenly at the far end of this lane the space master appears.
The master's body expands and contracts as it moves across the screen and back again firing terrible missiles forward or to left or right at random.
SINGLE PLAYER'S SCORE
NUMBER OF PLAYER'S ROCKETS
FUEL GAUGE
FUEL
STARS
THE HIGHEST SCORE ACHIEVED
PARTNER'S SCORE
PLAYER'S ROCKET
7. During this play, your rocket does not move forward from base line, and you must be careful to hit the master in the eye as it can not be killed by a hit elsewhere.
You will notice that your fuel is becoming dangerously low and in order to refuel, you must destroy the master.
Once destroyed, a fuel pipe will appear on screen and link with your rocket, refueling it.
8. After refueling, you will return to the first play, however this time you will find the enemy's firepower greatly increased and the meteorites more numerous.
CAN YOU SURVIVE ACTION AFTER ACTION AND GET PAST THE "MASTER" TO YOUR REFUELING STATION?
ASTRO FIGHTER
PAT-P

ASTRO BLASTER
For every type of business.
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Business as usual.
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ASTRO BLASTER
BY GREMLIN/SEGA

#17

Alarm! Alarm! Angreifer in Sektor eins!
Piloten auf Gefechtsstationen!
ASTRO BLASTER
Gremlin/SEGA
SECTOR 1
SCORE
FUEL
TEMP
SCORE
04080
03870

ASTRO BLASTER
spricht deutsch mit dem Spieler!
Form, Farbe und Formation der Angreifer wechseln ständig!
Einwandfrei, klar und deutlich kommen die Einsatzbefehle: Angreifer in Sektor drei! – Laser gefechtsbereit! – Äußerste Vorsicht! – Sprit wird knapp! – Andocken! – Kopplungsmanöver läuft! – Laser wieder gefechtsbereit! – Angreifer in Sektor vier!
ASTRO BLASTER, Sprachgenie und Spielwunder, steigt Sprosse um Sprosse auf der Leiter der Beliebtheitsskala.
Das Spiel ist spannend von der ersten bis zur letzten Sekunde. Ständig tauchen neue Kampfformationen fremder Wesen auf. Keine Situation, kein Bild gleicht dem andern. Immer tiefer stößt der Pilot mit seinem Raumschiff ins Weltall vor. Wenn er erfolgreich ist, kann er am Mutterschiff auftanken. Und dazwischen immer wieder die Befehle der Einsatzzentrale: «Achtung! Zeitverzögerung läuft!» – Wie lange wird der Raumschiff-Kommandant durchhalten und Erfolg haben?
Sie jedenfalls haben immer Erfolg mit ASTRO BLASTER von Gremlin/SEGA

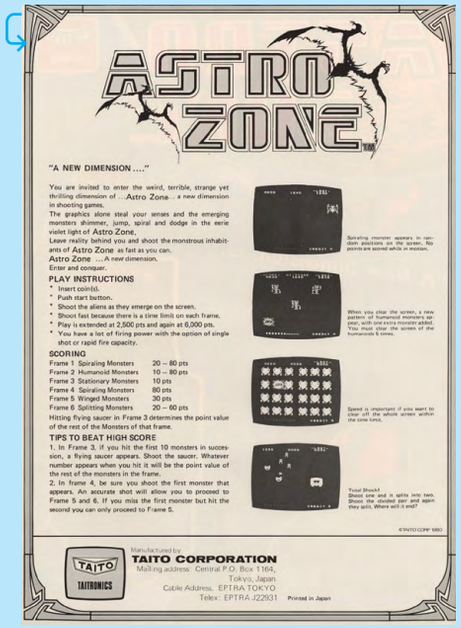
#18

STERN GOES BERZERK!
"Chicken, fight like a robot!"
"How we gonna get out of this one?"
"Kill the humanoid."
"The answer's on the back."
"Get the humanoid!"
"Intruder must not escape."
"Humanoid must not escape."
"Intruder alert!"

STERN GOES BERZERK!
PLAY FEATURES
THE BERZERK LINEUP OF INNOVATIVE FEATURES:
"You'll really flip over this game, too!"
STERN

#19

ASTRO ZONE
TAITO
TAITRONICS
"A New Dimension....."


ASTRO ZONE
"A NEW DIMENSION ...."
PLAY INSTRUCTIONS
SCORING
TIPS TO BEAT HIGH SCORE
TAITO
TAITRONICS
TAITO CORPORATION

#20

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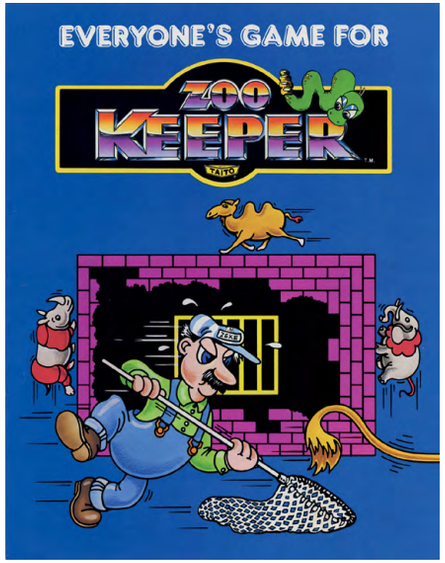
Manufactured by

#21

あの歓声が耳にのこる……
AME RUG
AME☆RUG 遊び方
アメラグテーブル
有限会社 ショウエイ販売
代理店
製造 ショウエイ

#22


EVERYONE'S GAME FOR
ZOO KEEPER
TAITO

#23

CAPTURE WILD PROFITS!
Taito's new Zoo Keeper has that animal magnetism no player can resist!
And it's no wonder. Players find out right off that it's a zoo in there . . . and the animals are eating their way out! Wherever Zeke the zoo keeper runs along the wall, he replaces bricks which have been chomped away. But the animals are swift and some inevitably escape. Now Zeke has to dodge or jump over them to survive—while still frantically trying to rebuild the bricks. Plus, he's trying to earn bonus points by grabbing watermelons, root beers, and other goodies along the way. And all the while the time fuse is burning!
Next Zeke must leap from ledge to ledge to reach his girlfriend, Zelda, held hostage by a monkey who's throwing coconuts. The ledges move in opposite directions, and if Zeke bails, it's all over. If he can swing it at this stage, Zeke can make points here, too, by collecting bonus objects as he goes. The struggle seems all worthwhile when Zelda is rescued.
But Zeke still has to face two more brick zoos teeming with the meanest animals ever. Luckily, a net can be used to catch the escaped animals and return them to their cages—if Zeke can reach it.
As the adventures alternate, survival becomes more difficult. In each of the "brick" screens, a more challenging animal with a higher point value is introduced. And in each succeeding "ledge" screen the ledges move faster, until they finally become invisible. With only his memory of past ledge patterns in relation to the still-visible bonus objects and coconuts, Zeke must jump from one invisible ledge to another to save Zelda!
"Escalator" screens, in which bonus zoo keepers can be won to help Zeke out, are interspersed between the other screens. Here Zeke must jump over hordes of animals—plus an electrical cage—in order to jump onto each escalator, till he can rescue Zelda up above. The higher he gets, the quicker the animals become. But victory is sweet when Zeke saves Zelda at last!
Notice: This game may be adjusted to provide a FREE GAME when earned by the skill of the player. Operation of the FREE GAME feature may be prohibited by local or other laws or regulations. Before activating the FREE GAME feature, it is the obligation of the operator to ascertain the status of the law in his area. The manufacturer specifically disclaims any responsibility for the operation of this feature in any jurisdiction where it may not lawfully be operated.
TAITO AMERICA CORPORATION
1256 Estes Ave., Elk Grove Village, IL 60007
(312) 981-1000; Telex 25-3290
For technical service, call the hot line toll-free (except in Illinois): (800) 323-0666.
© 1983 TAITO AMERICA CORPORATION. ALL RIGHTS RESERVED
Upright:
Height: 170cm (67")
Width: 61cm (24")
Depth: 76cm (30")
Crated Weight: 126kg. (280 lbs.)

BATTLEZONE
Supertanks compete in outer space
Exclusive QuadraScan™ monitor
Special visual effects—spectacular explosions
Realistic "3-D" playfield view
Unique radar display warns of enemy approach
Special sound effects including "1812 Overture"
Bonus scoring
Four operator adjustable game times
Four operator adjustable bonus levels
High Score Table display
Available in upright and cabaret cabinet models
ATARI
© ATARI INC., 1980
A Warner Communications Company

#24

MIDWAY
BOSCONIAN
CONDITION
RED ! !
Fast Action For 1 or 2 Players...
Full Color Video Game With Voice Commands!
MIDWAY
MADE IN OUR GAME
© 1981 MIDWAY MFG. CO. All rights reserved.
Manufactured by MIDWAY under license from NAMCO, LTD.

MIDWAY
BOSCONIAN
Operator Assistance Right Up Front
BOSCONIAN features a Self-Test display that can be activated with the flick of a switch on the inside of the coin box door.
The display presents the operator's guide to trouble-shooting problems and adjusting the game setup to suit his needs.
RAM OK
ROM OK
UPRIGHT
1 COIN 1 CREDIT
3 SHIPS
SOUND ON
1ST BONUS FOR 20000 PTS
AND BONUS FOR 70000 PTS
AND FOR EVERY 70000 PTS
1. If all is well, RAM and ROM appear "OK". If not, letter and number co-ordinates appear to show the board locations of the problem.
2. The number of coins or credits and the number of fighter ships for each coin or credit can be adjusted.
3. Rank represents the pace of the game which also can be adjusted. "A" is the standard level, "B" is the easier level, and "C" is the most difficult level. "AUTO" adjusts the game to match the skill level of the player's ability.
4. The sound and switch checks are made by activating the controls to conduct the test.
5. Bonus levels can be adjusted from factory standard to higher points or lower points for first bonus fighter and succeeding bonus fighters.
Complete details are contained in the Midway Bosconian Tech Manual.
Available in 3 Midway Models:
Standard Arcade: 68" (173cm) Height, 26" (66cm) Width, 29" (71cm) Depth
Mini-Style™: 60" (152cm) Height, 22" (56cm) Width, 24" (60cm) Depth
Cocktail Table: 29" (73cm) Height, 32" (80cm) Width, 22" (56cm) Depth
Warning: Midway Mfg. Co. intends to assert its copyright and TM rights in this game against any infringements.
MIDWAY
MADE IN OUR GAME
MIDWAY MFG. CO.
A BALLY COMPANY
10750 West Grand Avenue
Chicago, Illinois 60635
Phone: (312) 451-1260
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BETSON ENTERPRISES
1045 ROUTE 109 NORTH LINDENHURST, NY 11757
TELEPHONE: (516) 226-0400
For Service Information—call toll free 800-323-7182

#25

BOSCONIAN
Fast Action For 1 or 2 Players... Full Color Video Game With Voice Commands!
BOSCONIAN...The game that challenges the most proficient and avid player. The game that pits a star space fighter against enemy invaders on a constantly moving interstellar course.
In BOSCONIAN, the player is the pilot of a star deathover fighter ship in deep outer space, defending his solar system against the on-coming BOSCONIAN conquerors and their space station worlds. The mission is to avoid and destroy as many enemy obstacles as possible for score.
"BLAST OFF!!"
"ALARM! ALARM!"
"BATTLE STATIONS!"
"CONDITION RED!"
"SPY SHIP SIGHTED!"
MIDWAY BOSCONIAN Vocalized Command System
In addition to all the exciting game sights and sounds, players are alerted to the many action conditions to aid their play effectiveness.
COSMO-MINES 20 POINTS
SPY SHIP MYSTERY VALUE
ASTEROIDS 10 POINTS
ENEMY BASE 1500 POINTS
ENEMY CANNON 200 POINTS
I-TYPE Missiles 50 POINTS
P-TYPE Missiles 60 POINTS
E-TYPE Missiles 70 POINTS
SCORE 20000
2UP 18170
4770
CONDITION
YELLOW
ROUND 4
CONTROL STICK
FIRE BUTTON
START GAME
FIRE
CONTROL
FIRE
CONDITION—Voice Commands
GREEN
YELLOW
RED ! !
"Blast Off!!"—first stage, where enemy targets are far out in space.
Control warns "Alarm! Alarm!" when activity and enemy bases are near.
The most difficult stage—attacks come faster and from all directions.
Formation Attacks
"Battle Stations!" alerts player to the various Formation Attacks.
Long Range Scanner
An important aid that helps the player to spot the position of the enemy. It alerts the player to his position in relation to the enemy bases and formation attacks.
Flashing white square is fighter's position.
Enemy Base indicated by green square.
Red flash shows approach of Formation Attacks.
By turning the control stick in any direction, the player can bring the enemy base into his line of fire or draw away as the action requires.
Bonus Fighters
First bonus is at 20,000 points, and every 70,000 points thereafter. (Adjustable)
Continued Play
BOSCONIAN features a special play option. At the end of a game, the player can insert another coin and continue to play in the same round where he left off.
TO CONTINUE GAME
PUSH START BUTTON
1 OR 2 PLAYERS
BEFORE
TIME COUNT ENTERS 0
TIME 15
High Score
A high score of the day is announced on the screen, accompanied by musical fanfare. The high scorer can program his initials on the screen for all to challenge.
CONGRATULATIONS
THE HIGH SCORE OF THE DAY
36210
GO FOR THE SPACE RECORD NOW

#26

namco
Formation Attack!....
コンピューターボイスが告げた
宇宙海賊との戦闘が始まる
BOSCONIAN
ボスコニアン

#27

CARNIVAL
It's a whole new game
for old-fashioned fun!

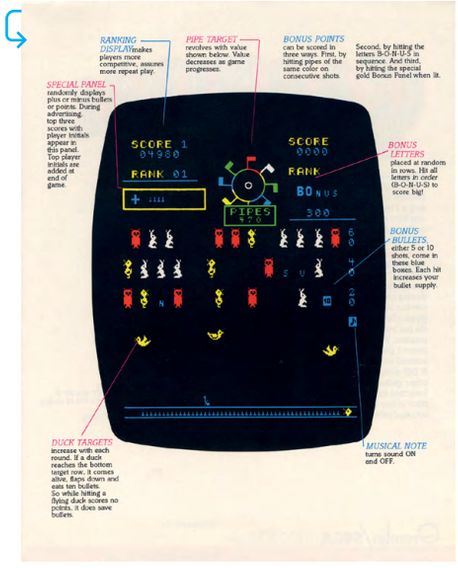
#28

CARNIVAL
ein Spiel-Spaß-Volltreffer!
Ab sofort
auch lieferbar als
Wandgerät!
Passend
auf
NSM-Kreuz
Cocktail-
Tisch:
Höhe 79 cm,
Breite 57 cm,
Länge 87 cm,
Gewicht 70 kg.
LÖWEN-AUTOMATEN

#29

CARNIVAL
Player Controls include Right and Left control buttons for moving the rifle and a Fire button. Player can also turn off the calliope music and still maintain game sounds.
Operator Controls feature Gremlin's exclusive E-Z ADJUST® controls for game sounds and sound-off during advertising, plus a service switch for credit game play. Service credits do not increment the coin counter. You can adjust the overall game speed with a control on the CPU board. A DIP switch gives you other game play options. Switches inside the coin door allow universal coinage selection.
Dimensions
25½" W x 67" H x 28" D
64.77 cm W x 170.18 cm H x 71.12 cm D
290 lbs./132 kg.
DISTRIBUTED BY:
Gremlin/SEGA
© GREMLIN INDUSTRIES, INC. 1980

#30

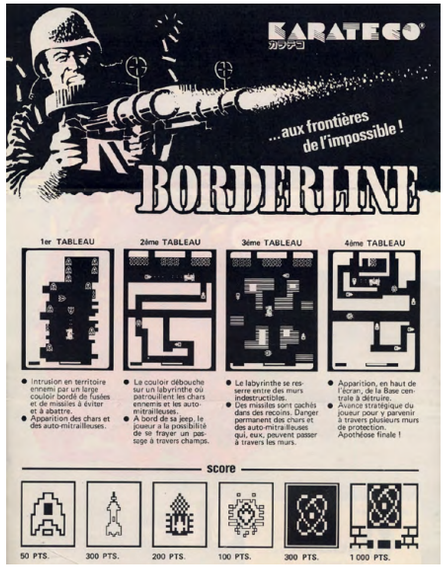

RANKING DISPLAY makes players more competitive, assures more repeat play.
PIPE TARGET reaches with value shown below. Value decreases as game progresses.
BONUS POINTS can be scored in three ways. First, by hitting pipes of the same color on consecutive shots. Second, by hitting the letters B-O-N-U-S in sequence. And third, by hitting the special gold Bonus Panel when lit.
SPECIAL PANEL randomly displays plus or minus bullets or points. During advertising, top three scores with player initials appear in this panel. Top player initials are added at end of game.
BONUS LETTERS placed at random in rows. Hit all letters in order (B-O-N-U-S) to score big!
BONUS BULLETS, either 5 or 10 shots, come in these blue boxes. Each hit increases your bullet supply.
DUCK TARGETS increase with each round. If a duck reaches the bottom target row, it comes alive, flaps down and eats ten bullets. So while hitting a flying duck scores no points, it does save bullets.
MUSICAL NOTE turns sound ON and OFF.
SCORE 1
04980
RANK 01
SCORE
0000
RANK
BONUS
300
PIPES
470

VIDEO NSM SPIELE
CARNIVAL
SCORE 1
04980
RANK 01
SCORE
0000
RANK
BONUS
300
PIPES
470

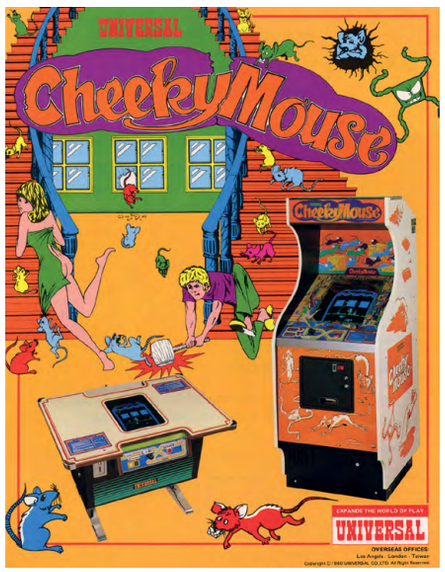
#31

ヘッド・オンを越えたおもしろさ
マルチフェイズ・ゲームの最新傑作誕生！
セガ・カー・ハント
Car Hunt SEGA
CAR HUNT
前方からポーソー族が突進してくる、
後からはインケンヤが……
さあ、これをいかにしてかわすか！
息づまるようなスリルと興奮——。
SEGA

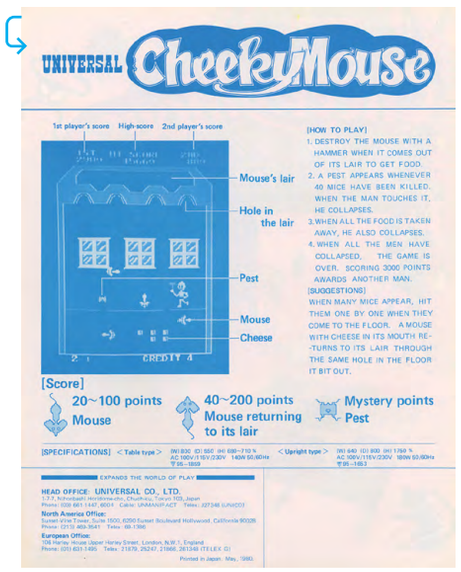
#32


KARATECO
カラテコ
...aux frontières
de l'impossible !
BORDERLINE
1er TABLEAU
2ème TABLEAU
3ème TABLEAU
4ème TABLEAU
score
50 PTS.
300 PTS.
200 PTS.
100 PTS.
300 PTS.
1 000 PTS.

#33


UNIVERSAL
CheekyMouse
UNIVERSAL

#34


UNIVERSAL CheekyMouse
1st player's score
High-score
2nd player's score
Mouse's lair
Hole in the lair
Pest
Mouse
Cheese
CREDIT 4
[HOW TO PLAY]
1. DESTROY THE MOUSE WITH A HAMMER WHEN IT COMES OUT OF ITS LAIR TO GET FOOD.
2. A PEST APPEARS WHENEVER 40 MICE HAVE BEEN KILLED. WHEN THE MAN TOUCHES IT, HE COLLAPSES.
3. WHEN ALL THE FOOD IS TAKEN AWAY, HE ALSO COLLAPSES.
4. WHEN ALL THE MEN HAVE COLLAPSED, THE GAME IS OVER. SCORING 3000 POINTS AWARDS ANOTHER MAN.
[SUGGESTIONS]
WHEN MANY MICE APPEAR, HIT THEM ONE BY ONE WHEN THEY COME TO THE FLOOR. A MOUSE WITH CHEESE IN ITS MOUTH RETURNS TO ITS LAIR THROUGH THE SAME HOLE IN THE FLOOR IT BIT OUT.
[Score]
20~100 points Mouse
40~200 points Mouse returning to its lair
Mystery points Pest
[SPECIFICATIONS]
EXPANDS THE WORLD OF PLAY
HEAD OFFICE: UNIVERSAL CO., LTD.
North America Office:
European Office:

KARATECO
BORDERLINE
Un grand jeu de combat en 2 fois quatre tableaux :
Le joueur à bord d'une jeep équipée d'une mitrailleuse s'engage dans un premier combat.
Il doit traverser un labyrinthe hérissé d'obstacles,
se frayer un passage à travers champs en traçant lui-même sa trajectoire, échappant au tir des ennemis tout en essayant de les détruire,
se lancer dans une bataille de rues sur un circuit tortueux pour parvenir enfin à la base ennemie et l'anéantir...
Vainqueur de cette première épreuve, il est aussitôt entraîné dans le même parcours rendu encore plus périlleux par l'accélération du rythme :
L'attaque des bombes, tanks, missiles ennemis, devient plus intense à mesure que le jeu avance.
Attention : tout au long du jeu il faut surveiller la jauge d'essence : une panne entraînerait l'autodestruction du véhicule!
Avec Borderline, le joueur est véritablement propulsé aux frontières de l'impossible!
DISTRIBUE PAR :
AUDEX S.A.
47, rue Sadi - Carnot
93300 AUBERVILLIERS
TEL : 833 10 75
DISPONIBLE EN MEUBLE, JUNIOR ET TABLE COCKTAIL
KARATECO カラテコ
211, Villa Akasaka, 6-chome, 10-45, Akasaka - Minato-ku
Tokyo 107 - JAPAN - Phone : (03) 586 0712 - Telex : 29284 J

#35

CHALLENGER

We Couldn't Have Given It A Better Name.

Do You Accept The Challenge?

Huge energy rings approach your spaceship from all sides. You prepare your defense. The moment arrives. You unleash your awesome triple guns and success . . . a direct hit . . . but wait . . . you haven't destroyed the rings but split them as they continue to approach.

Can't Take The Heat, Get Out Of The Kitchen.

The multiplied energy masses continue their relentless approach closing off your defense . . . there appears to be no escape . . . except . . . the warp! Activate the switch and transcend your ship to the other side of the screen.

But The Battle Continues

The energy rings quickly respond to your moves and the assault continues. Tension mounts as strange "Space Bogeys" join the foray weakening your already beleaguered defense . . . you have the power, but should you use it . . . the onslaught continues . . . you have no choice.

The Decision Is Made

You wield your triple guns for one last desperate attempt at the enemy . . . but the decision is inevitable . . . the button waits . . . but not for long.

Superbomb

All it takes is the push of a finger . . . the deed is done. You have released the ultimate weapon destroying all that's in its path . . . victory . . . for the time being.

You've Won The Battle, But Not The War

This is just the action in one of the 16 phases . . . with each phase becoming more difficult.

Features

All of those you've come to expect, plus a few more.

One Last Word: Reliability

Dimensions

	CM	Inches
Height	179.7	70¾
Width	64.8	25½
Depth	76.2	30

Shipping Weight

Kgs.	Lbs.
141	310

centuri™

We're Inventing What The Future Will Bring

245 West 74th Place • Hialeah, Florida 33014 • Phone: 305-558-0200 • Telex: 803684 • ANSR Centuri • Cable: CENTURI

#36

#37

#38

COLONY 7

"EXTENDED WEAPONRY" INCREASES SCORES ...AND PROFITS!

NEW! "Extended Weaponry"

For an additional coin, a player can increase his score by increasing his power of destruction! "Extended Weaponry" is a built-in incentive for the rookie and pro alike that makes it easier to play the game by giving deadly and lethal a larger radius of force. With "Extended Weaponry" bigger bonks mean bigger profits!

The Mission

The mission of the player is to defend Colony 7 from the evil "Janians". The enemy's fighter ships make intelligent strafing runs over the Colony to penetrate the protective shields. The Colony's cannons send converging pulse rays to explode the enemy's fighters before either the cannons or the entire Colony is destroyed.

The Colony flashes a "Caution" on the screen to warn of impending danger when the enemy's "Advisor" or "Scout" appears. The player will earn a high point value if he destroys the "Advisor" and the last time the "Scout" has to fly, the lower replacement fighter ships will be called up to attack the Colony.

If a player does not destroy the "Bomber" or its bombs, its sure-fire aim will wipe out his cannons.

At the end of the first squadron, the player receives points for each structure left standing on the Colony . . . points that increase in value at the end of the next squadron!

When the situation seems desperate, the player can hit his "Mega-Blaster" button which destroys everything in the range of its radiating explosion or can activate the "Eradicator" which wipes out everything on the entire screen. The "Mega-Blaster" is powered by the full cells on the Colony . . . 3 cells for 3 "Mega-Blaster" hits per Colony . . . while the "Eradicator" can be activated only once per Colony.

Play becomes progressively more challenging and difficult as the enemy becomes smarter and moves faster in this life and death battle of strategy and skill!

1 or 2 player Trianiac™:

Height	Width	Depth	Shipping Weight
136 cm (54")	33 cm (13")	74 cm (29")	91 kg (200 lbs.)

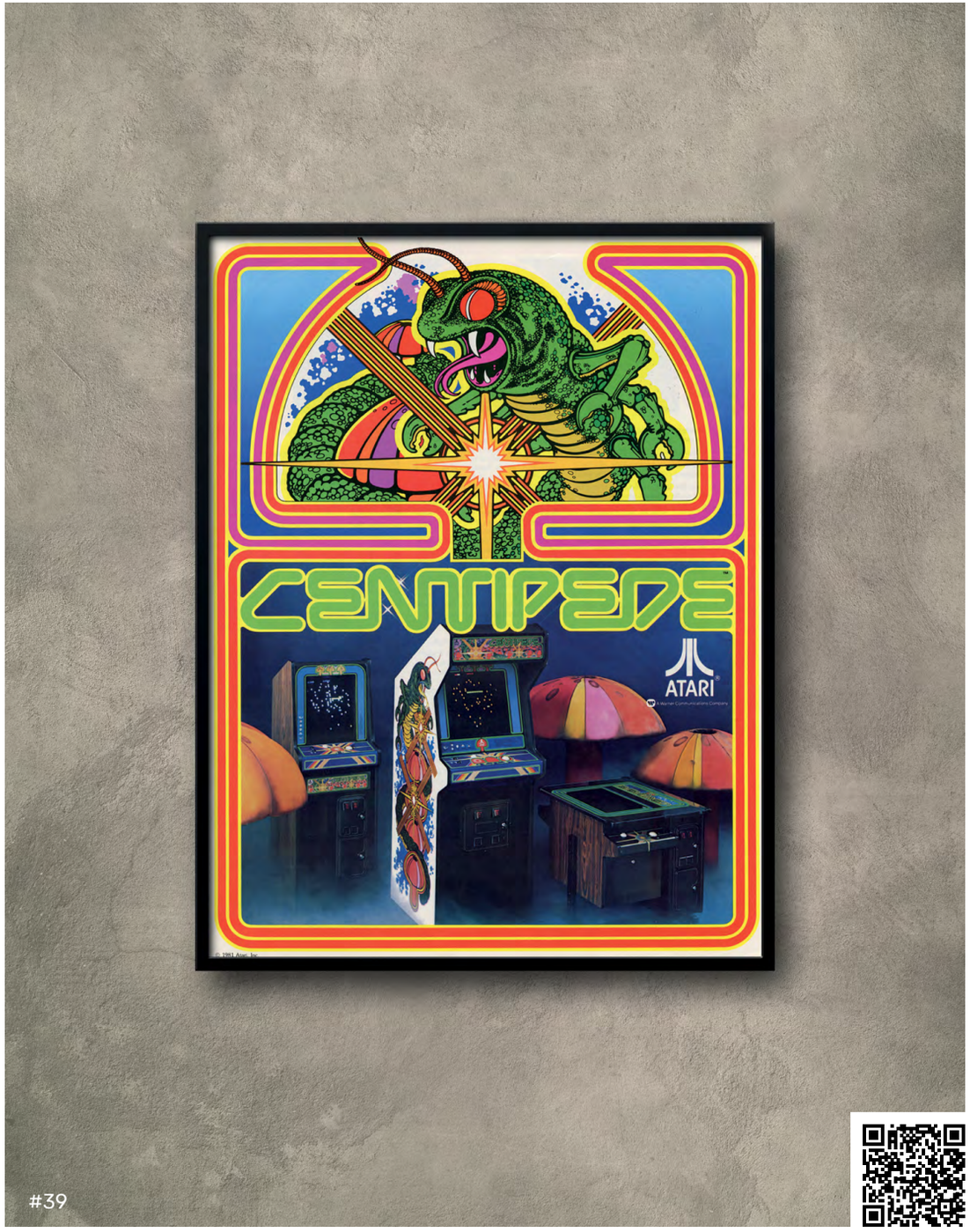
1 or 2 player upright:

Height	Width	Depth	Shipping Weight
179 cm (70")	51 cm (20")	76 cm (30")	154 kg (340 lbs.)

TAITO

For technical service, call the hot line toll-free (except in Illinois): (800) 323-0666.

TAITO AMERICA CORPORATION • 1258 Estes Avenue • Elk Grove Village, IL 60007 • (312) 981-1000 • Telex 25-3290



#39

#40

#41

#42

Die Pille macht PUCKMAN stark!
Ein erfrischend amüsantes TV-Spiel!

Dieses faszinierende Video-Spiel spricht auf amüsante Weise jeden, aber auch jeden an.

Vier verschiedenfarbige Geister entkommen – ganz ähnlich wie der Geist aus der Flasche – nach und nach ihrem Gefängnis in der Bildschirmmitte und versuchen nun in einem Irrgarten, den vom Spieler gesteuerten Puckman in die Enge zu treiben und nach Möglichkeit zu fressen.

Unterdessen verschlingt der vom Spieler gesteuerte Puckman auf seinem Weg durch den Irrgarten ständig Wertungspunkte.

Der Spieler kann aber auch den Spieß umdrehen und seinen Puckman vom Gejagten zum Jäger machen, indem er diesen eine der vier auf dem Spielfeld verteilten »Kraftpillen« schlucken läßt. Nun verändern die Geister für einige Sekunden ihre Farbe, fliehen und können in dieser Zeit vom Puckman verspeist werden. Sobald die ursprüngliche Farbe zurückkehrt, hat Puckman keine Macht mehr über die Geister. Das Spiel ist zu Ende, wenn Puckman dreimal von den Geistern gefressen wurde; eine zusätzliche Runde gibt es, wenn Puckman alle Wertungspunkte geschluckt hat oder wenn wenn 10000 Punkte erreicht wurden.

Ein Riesen-Puckman marschiert über den Bildschirm zu den fröhlichen Boogie-Klängen einer das Erfolgserlebnis steigernden Sieges-Melodie, wenn Puckman zweimal über die Geister siegreich blieb.

Geister sind aber bekanntlich zählebig. So bringen gefressene Geister zwar reichlich Punkte, aber ihre Augen rollen – unerhoffbar und unfreßbar – zum Käfig zurück und schaffen sich einen neuen Leib, der nun wiederum antritt zur Jagd auf Puckman.

Und dann schaffen es die vier Geister – die »Kraftpillen« sind inzwischen auch aufgezehrt – Puckman zur Strecke zu bringen. Der Spieler aber hat es inzwischen sicher geschafft, sich in die Elite der zehn Besten einzureihen und seine Initialen zusammen mit seinem Klasse-Ergebnis in das Gerät einzuschreiben.

Lieferbar als:

Standgerät
Höhe 171 cm, Breite 65 cm, Tiefe 69 cm

Wandgerät
Höhe 65 cm, Breite 58 cm
Tiefe 39 cm

Cocktail-Tisch
Höhe 79 cm, Breite 57 cm, Länge 87 cm

PUCKMAN
Original-namco-Lizenz

#43

PAC PAC
DISPONIBLE EN MEUBLE, JUNIOR ET COCKTAIL
RÈGLE DU JEU
SCORE ELEVE
Distribué par :
AUDEX
KARATECO

#44

PAC-MAN
HIGH SCORE
PAC-MAN REMAINING
SCORE BIG ON THE COUNTERATTACK
BONUS POINT FRUIT TARGETS!
DISTRIBUTED BY:
MIDWAY MFG. CO.
A BALLY COMPANY
10750 West Grand Avenue
Franklin Park, Illinois 60131
Phone: (312) 451-1300
For service information—call toll free 800-323-7192
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#45

AUTHORITATIVE INDUSTRY SOURCES ACCLAIM:
PAC-MAN
TOP VIDEO GAME OF THE YEAR!
CASH BOX
RePlay
CASH BOX
October 31, 1981
RePlay
November 1981
MIDWAY MFG. CO.
Franklin Park, IL 60131
©Copyright 1981 MIDWAY MFG. CO. All rights reserved.

#46

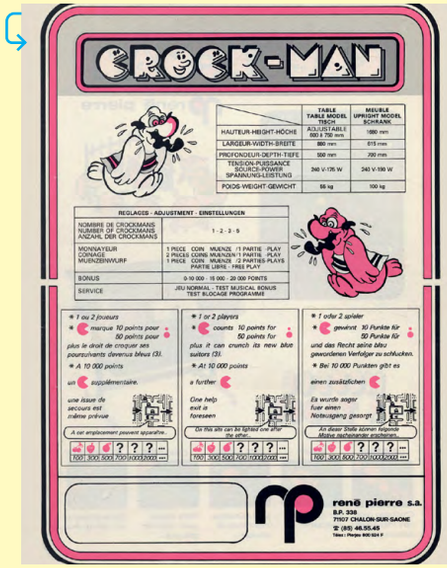
namco
PAC-MAN
25TH ANNIVERSARY
• Limited Edition Pac-Man® 25th Anniversary model.
• Enjoy Hours of game play with the "Greatest Hits" in videogame history - Pac-Man®, Ms. Pac-Man® and Galaga®.
• LONGEVITY-There are NO other classic titles that have earned as well for over two decades!
• LIMITED EDITION cabinet
• Operator Selectable Original or Speedy Pac-Man® and Ms. Pac-Man® game play
• Operator Selectable Original or Rapid Fire Galaga game play
The Pac-Man® 25th Anniversary cabinet is available in two models:
Upright:
Non-Coin Cabaret:
Namco America Inc.
Sales Office
Namco America Inc.
3555 Junction Ave.
San Jose, CA 95131
www.namcoarcade.com
namco

#47

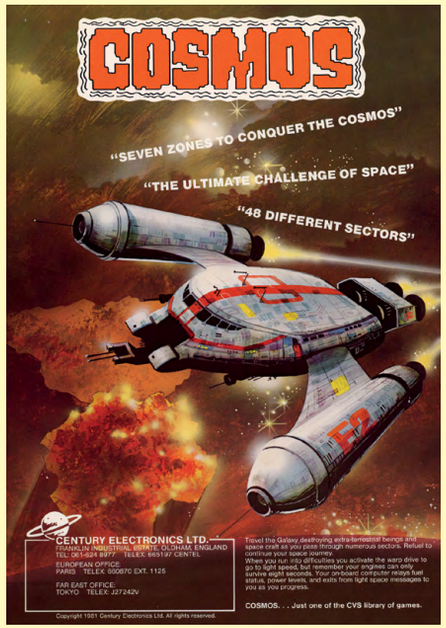
A labyrinth of fun & amusement!
PAC-MAN
Produced by Midway Mfg. Co. under license from Namco Ltd.
MIDWAY'S AMAZEING NEW 1 or 2 PLAYER FULL COLOR VIDEO GAME!
MIDWAY
VIDEO IS OUR GAME
© Copyright 1980 by MIDWAY MFG. CO. All rights reserved.

#48

CROCK-MAN
1UP HIGH SCORE 2UP
GAME OVER
CREDIT 0
rené pierre
MEUBLE & TABLE
DANGER!!!
YOUPI!
VITE!..VITE!
CROC-CROC
AU SECOURS!!
Crockman court vers 7 des 4 points scintillants.
Les rôles sont inversés –
C'est à Crockman maintenant de chasser –
Cette chasse peut rapporter très gros –
1 issue de secours est même prévue


CROCK-MAN
TABLE TABLE MODEL
MEUBLE UPRIGHT MODEL
HAUTEUR-HEIGHT-HÖHE
LARGEUR-WIDTH-BREITE
PROFONDEUR-DEPTH-TIEFE
TENSION-PUISSANCE SOURCE-POWER SPANNUNG-LEISTUNG
POIDS-WEIGHT-GEWICHT
REGLAGES · ADJUSTMENT · EINSTELLUNGEN
NOMBRE DE CROCKMANS NUMBER OF CROCKMANS ANZAHL DER CROCKMANS
MONNAYEUR COINAGE MUENZEINWURF
BONUS
SERVICE
rené pierre s.a.
B.P. 338
71107 CHALON-SUR-SAONE

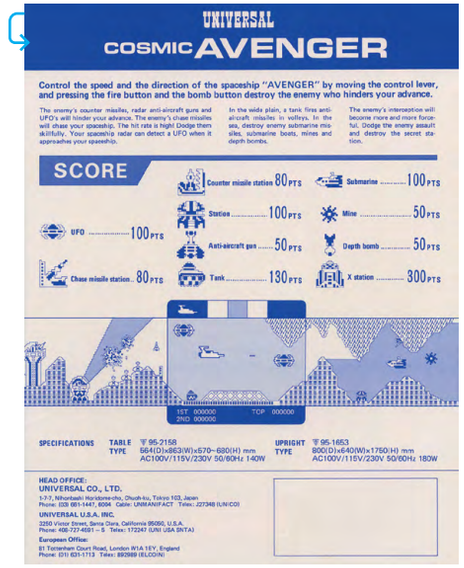
#49


COSMOS
"SEVEN ZONES TO CONQUER THE COSMOS"
"THE ULTIMATE CHALLENGE OF SPACE"
"48 DIFFERENT SECTORS"
CENTURY ELECTRONICS LTD.
FRANKLIN INDUSTRIAL ESTATE, OLDHAM, ENGLAND
TEL: 061-624 8977 TELEX: 667137 CENTEL
EUROPEAN OFFICE:
PARIS TELEX: 630870 EXT. 1125
FAR EAST OFFICE:
TOKYO TELEX: J27242V
Travel the Galaxy destroying extra-terrestrial beings and space craft as you plate through numerous sectors. Refuel to continue your space journey.
When you lose life-difficulties you activate the warp drive to go to light speed, but remember your engines can only survive eight seconds. Your on-board computer relays fuel status, power levels, and exits from light space messages to you as you progress.
COSMOS... Just one of the CVS library of games.
Copyright 1981 Century Electronics Ltd. All rights reserved.

CENTURY ELECTRONICS
PRESENTS
COSMOS
COPYRIGHT CENTURY ELECTRONICS 1981
コスモス
COSMOS
神秘的な宇宙空間で繰り広げる
スーパーチャレンジゲーム。
■画面上部に燃料、下部にエネルギーが表示され、ゲーム開始と同時に燃料、エネルギーが補給される。
■捕獲されると同時に、敵宇宙船がミサイルを放ちながら攻撃を仕掛けてくる。それを神方宇宙船で上手く操作し撃墜して得点を稼ぐゲーム。
■ガソリンがなくなると、サイレンが鳴り、パワーが次第に減少する。その場合ガソリンの補給ができる。
■パターンごとに流星、宇宙怪物、変速攻撃ミサイル、実射ミサイル、宇宙船入等が攻撃してくる。
■ストップモーションボタンの操作により、敵の攻撃を間一髪避けることができる。
頂点を極めたSPACEアソート。
暗闇の中で展開する
宇宙、挑戦スペクタクル。
■敵、宇宙艦隊の攻撃から、FUELタンクを守る宇宙大戦ゲーム。
■神方のタンク（地球防衛軍5機）で左右に動きながら爆弾を投下してくる敵機を撃墜して得点する。
■敵の種類は毎巻次の動きで中ずるるミサイル、宇宙大（神方基地に落下し、足抜して巨大化し、ミサイルに変身して上空に舞い上り爆発する。この際四方八方に破片をまき散らす）など種々の敵がパターンごとに現われる。
ダーク・ワーリアー
DARK-WARRIOR
スペースフォトレス・レーダーゾーンの2機種も同時発売
光を見つめ輝かせる情報を届ける：
株式会社 ジャパンレジャー
JALECO
JAPAN LEISURE
2-10-5 OHASHI MEGURO-KU, TOKYO JAPAN.
TELEX JALECO J27591
CABLE ADDRESS JALEISCO TOKYO
TELEFAX 03:465:6178

#50

COSMIC AVENGER
UNIVERSAL
INFINITE RETALIATION!!
AGAINST THE COSMIC ASSAULT
EXPANDS THE WORLD OF PLAY
UNIVERSAL
OVERSEAS OFFICES:
Sanei Bldg. Ginza, Tokyo
Copyright © 1981 UNIVERSAL CO., LTD. All Rights Reserved.


UNIVERSAL
COSMIC AVENGER
Control the speed and the direction of the spaceship "AVENGER" by moving the control lever, and pressing the fire button and the bomb button destroy the enemy who hinders your advance.
The enemy's counter missiles, radar anti-aircraft guns and UFO's will hinder your advance. The enemy's chase missiles will chase your spaceship. The hit rate is high! Dodge them skillfully. Your spaceship radar can detect a UFO when it approaches your spaceship.
In the wide plain, a tank fires anti-aircraft missiles in volleys. In the sea, destroy enemy submarine missiles, submarine boats, mines and depth bombs.
The enemy's interception will become more and more forceful. Dodge the enemy assault and destroy the secret station.
SCORE
Counter missile station 80 PTS
Station 100 PTS
Anti-aircraft gun 50 PTS
Tank 130 PTS
Submarine 100 PTS
Mine 50 PTS
Depth bomb 50 PTS
X station 300 PTS
UFO 100 PTS
Chase missile station 80 PTS
1ST 000000 TOP 000000
2ND 000000
SPECIFICATIONS
TABLE TYPE 〒95-2158 564(D)×863(W)×570~680(H) mm AC100V/115V/230V 50/60Hz 140W
UPRIGHT TYPE 〒95-1653 800(D)×640(W)×1750(H) mm AC100V/115V/230V 50/60Hz 180W
HEAD OFFICE:
UNIVERSAL CO., LTD.
1-7-7, Nihonbashi Horidome-cho, Chuoh-ku, Tokyo 103, Japan
Phone: (03) 661-1447, 8084 Cable: UNIMANFACT Telex: J27348 (UNICO)
UNIVERSAL U.S.A. INC.
3250 Victor Street, Santa Clara, California 95050, U.S.A.
Phone: 408-727-4591~5 Telex: 172247 (UNI USA SNTA)
European Office:
61 Tottenham Court Road, London W1A 1EY, England
Phone: (01) 631-1713 Telex: 892989 (ELCOINI)

#51

CRASH
INVADER
SHOEI
TWIN TABLE
HOW TO PLAY "CRASH"
HOW TO PLAY "INVADER"
EXTINGUISH THE SPOTS ON THE COURSE WITHOUT COLLISION WITH THE RED CAR BY DRIVING YOUR YELLOW CAR WITH THE LEVER AND HIGH SPEED BUTTON.
EVERY TIME YOU EXTINGUISH ALL THE SPOTS, SCORE POINT OF 1 SPOT INCREASES. BONUS POINT IS ADDED AND ONE RED CAR APPEARS.
IF YOU EXTINGUISH "DIA SPOT", YOU CAN GET SPECIAL POINT.
IF YOU GET 5000 POINTS, ONE YELLOW CAR APPEARS.
WHEN ALL YELLOW CARS COLLIDE WITH RED CARS THE GAME ENDS.
BREAK RAIDING INVADERS WITH SHOOT BUTTON BY MANEUVING BEAM CANON WITH CONTROL LEVER.
IF YOU GET 1,500 POINTS, ONE BEAM CANON IS ADDED.
WHEN ALL BEAM CANONS ARE BROKEN OR AN INVADER REACHES THE BASE THE GAME ENDS.
BELAM EXPORT CORP.
61 MADISON AVE. NEW YORK, N.Y. 10010
INTERNATIONAL DISTRIBUTORS

#52

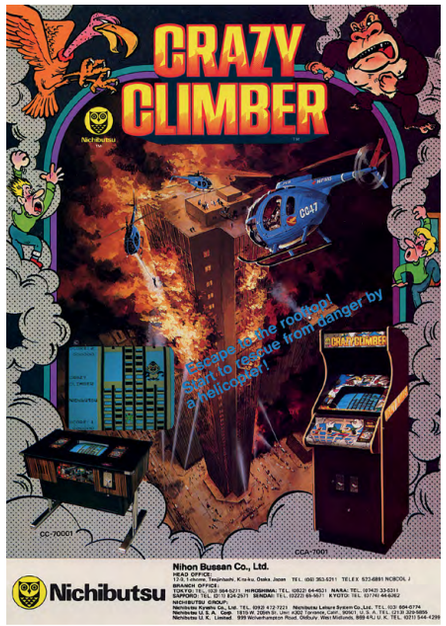
TAITO
CRAZY BALLOON
THE FUN GAME OF THE YEAR!!
(2) MOVE BALLOON FROM START TO GOAL.
(3) BETTER MOVE FAST OR THE "BOGEY MAN" WILL GET YOU!!
(4) WATCH OUT! ONE WRONG MOVE AND YOUR BALLOON BURSTS!!
©TAITO CORP. 1980
Printed in Japan
TAITO CORPORATION
Manufactured by
Mailing address: Central P.O. Box 1164, Tokyo, Japan
Cable Address: EPTIRA TOKYO
Telex: J22031 Tokyo

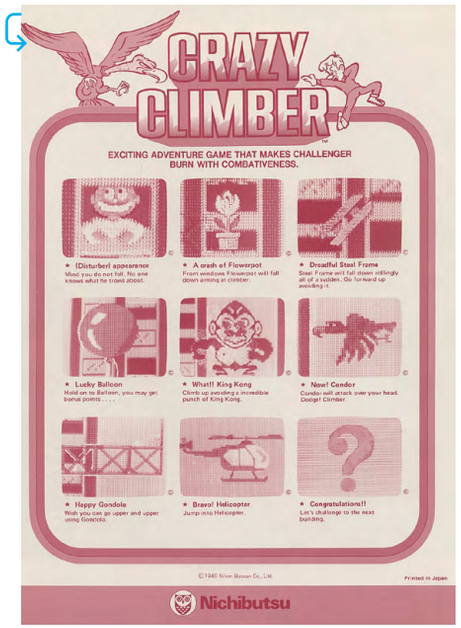
#53

Look! Up on that building!
It's a bird! It's a helicopter! It's...
CRAZY CLIMBER™
▪ Faster than a speeding bullet, action gets more and more furious as Crazy climbs 4 skyscrapers, each one more challenging than the last!
▪ More powerful than any other video, your controls are really Crazy's hands!
▪ Able to see tall buildings in a single glance, you can plan your strategy with special Viewer Vision!
Join us now for the amazing, true-life, talking adventures of Crazy Climber!
When we last saw Crazy Climber, he was frantically trying to reach the roof and helicopter that would take him to safety!
GO FOR IT!
Look out! Arch enemy, that evil Dr. Dropper, is hurling cans, bottles, vases and pots from his window!
OUCH!!
But never fear! The Climber has outwitted the daffy Doctor once again by holding on to the window ledge with both hands!
Continued on back . . .
"CRAZY CLIMBER" is a trade-mark of Nichibutsu USA Corp.

CRACK
POW!
RIGHT ON!
CRAZY MPER
The Condor is not to be messed with or eggs will be a real zap in the face!
And whoa! He dashed the powerful punch of King Kong!
He climbs higher, dodging girders, dumbbells and falling signs!
Oh No!
WOW!
The electric wire's been cut! Crazy would have been in for a shock if he hadn't moved fast!
He's moving the top! Catching that balloon sure got a rise out of him!
But wait! The windows are closing! Hold on with both hands, Crazy, and move over to a free ledge!
He did it! Crazy Climber conquered the evil Doctor yet other Our hero!
Crazy Climber reaches the top of the profit charts!
MONROE DIST. INC.
2999 Payne Ave.
Cleveland, Ohio 44114
TAITO
For technical service, call the hot line toll-free (except in Illinois): (800) 323-0666.
TAITO AMERICA CORPORATION • 1256 Estes Ave. • Elk Grove Village, IL 60007 • (312) 981-1000 • Telex 25-3290

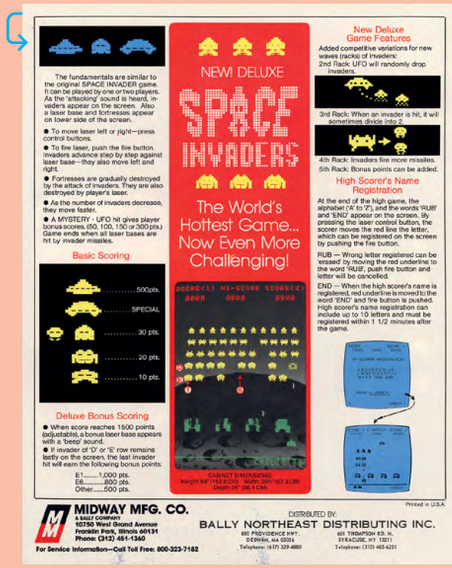
#54


CRAZY CLIMBER
Escape to the rooftop! Start to rescue from danger by a helicopter!
CC-7001
CCA-7001
Nichibutsu
Nihon Bussan Co., Ltd.


CRAZY CLIMBER
EXCITING ADVENTURE GAME THAT MAKES CHALLENGER BURN WITH COMBATIVENESS.
★ (Disturber) appearance
Mind you do not fall. No one knows what he trows about.
★ A crash of Flowerpot
From windows Flowerpot will fall down aiming at climber.
★ Dreadful Steel Frame
Steel Frame will fall down willingly all of a sudden. Go forward up avoiding it.
★ Lucky Balloon
Hold on to Balloon, you may get bonus points . . . .
★ What!! King Kong
Climb up avoiding a incredible punch of King Kong.
★ Now! Condor
Condor will attack over your head. Coop! Climber.
★ Happy Gondola
Wish you can go upper and upper using Gondola.
★ Bravo! Helicopter
Jump into Helicopter.
★ Congratulations!!
Let's challenge to the next building.
©1980 Nihon Bussan Co., Ltd.
Printed in Japan
Nichibutsu

#55

NEW
DELUXE SPACE INVADERS
By MIDWAY
The World's Hottest Game... Now even more challenging!
New colorful screen patterns... new action, a host of new features to challenge the most proficient players.
NEW! Increased Invader Fire Power
NEW! Invaders Added by UFO
NEW! Invaders Split Into 2
NEW! 5 Digit Scoring
NEW! High Scorer's Name Registered on Screen (Up to 10 letters)
Copyright 1979 MIDWAY MFG. CO.
SEE OTHER SIDE
MIDWAY MFG. CO.
A BALLY COMPANY
10750 West Grand Avenue
Franklin Park, Illinois 60131
Phone: (312) 451-1360
For Service Information—Call Toll Free: 800-323-7182


The fundamentals are similar to the original SPACE INVADER game. It can be played by one or two players. As the "attacking" sound is heard, invaders appear on the screen. Also a laser base and fortresses appear on lower side of the screen.
● To move laser left or right—press control buttons.
● To fire laser, push the fire button. Invaders advance step by step against laser base—they also move left and right.
● Fortresses are gradually destroyed by the attack of Invaders. They are also destroyed by player's laser.
● As the number of invaders decreases, they move faster.
● A MYSTERY - UFO hit gives player bonus scores. (50, 100, 150 or 300 pts.) Game ends when all laser bases are hit by invader missiles.
Basic Scoring
500pts.
SPECIAL
30 pts.
20 pts.
10 pts.
Deluxe Bonus Scoring
● When score reaches 1500 points (adjustable), a bonus laser base appears with a "beep" sound.
● If invader at 1' or '5' row remains lastly on the screen, the last invader hit will earn the following bonus points.
E1.....1,000 pts.
E6.....800 pts.
Other.....500 pts.
NEW! DELUXE
SPACE INVADERS
The World's Hottest Game... Now Even More Challenging!
New Deluxe Game Features
Added competitive variations for new waves (racks) of Invaders:
2nd Rack: UFO will randomly drop Invaders.
3rd Rack: When an invader is hit, it will sometimes divide into 2.
4th Rack: Invaders fire more missiles.
5th Rack: Bonus points can be added.
High Scorer's Name Registration
At the end of the high game, the alphabet ('A' to 'Z'), and the words 'RUB' and 'END' appear on the screen. By pressing the laser control button, the scorer moves the red line the letter, which can be registered on the screen by pushing the fire button.
RUB — Wrong letter registered can be erased by moving the red underline to the word 'RUB', push fire button and letter will be cancelled.
END — When the high scorer's name is registered, red underline is moved to the word 'END' and fire button is pushed. High scorer's name registration can include up to 10 letters and must be registered within 1 1/2 minutes after the game.
Printed in U.S.A.
MIDWAY MFG. CO.
A BALLY COMPANY
10750 West Grand Avenue
Franklin Park, Illinois 60131
Phone: (312) 451-1360
For Service Information—Call Toll Free: 800-323-7182
DISTRIBUTED BY:
BALLY NORTHEAST DISTRIBUTING INC.
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80 TRIMPTON RD. N.
SYRACUSE, NY 13211
Telephone: (315) 463-6231

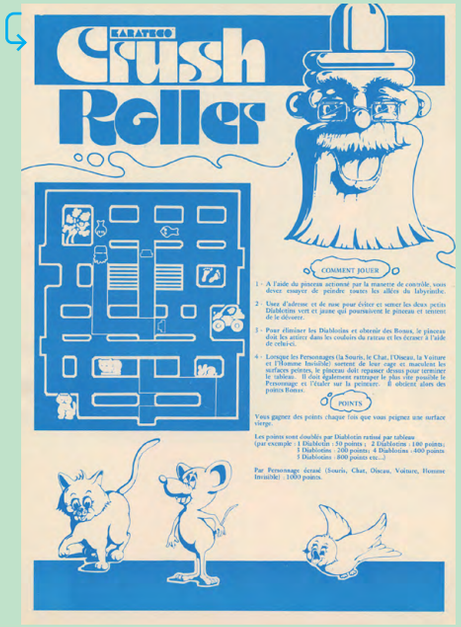
#56

CVS is the Convertible Video System devised by Century Electronics and despite the fact that it is the result of massive research and development, the concept is simplicity itself!
Unlike the old days when a new game meant a new cabinet, CVS enables a single cabinet to achieve complete game change again and again at a fraction of the original cabinet cost.
But the savings don't end there – because the CVS game is housed in a handy program module that simply plugs into the universal printed circuit board, the game change can be completed on location in just a few moments, economising on both labour and haulage costs.
This cost-effective system uses three microprocessors controlling speech and sound as well as the game itself, providing an audio visual powerhouse light years ahead of its time.
CVS is available on new machines from Century Electronics but existing cabinets can readily be converted to accommodate this unbeatable concept.
CENTURY ELECTRONICS
CVS

The CVS games themselves are entirely original and any attempt to describe them with words would be a poor substitute for the lively visual and audio effects which need to be experienced 'live' to be appreciated.
At Century Electronics three software development teams, in collaboration with the world's leading electronics organization, are continuously at work developing and producing new games for the system, enabling the progressive operator to be where he must always aim to be – ahead of the game.

#57

#58



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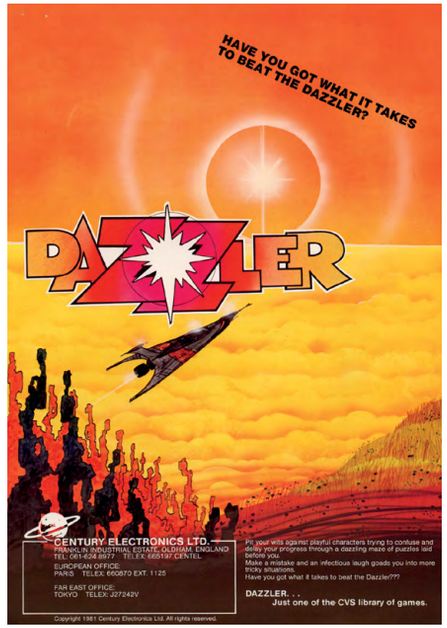

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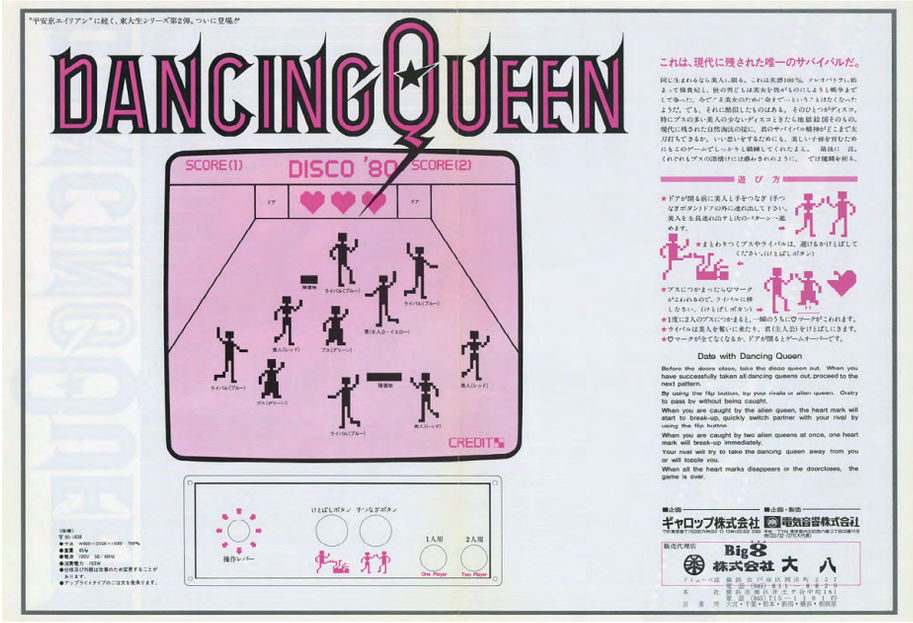

"平安京エイリアン"に続く、美人生シリーズ第2弾。ついに登場!!
DANCING QUEEN
SCORE(1)
DISCO '80
SCORE(2)
CREDIT
これは、現代に残された唯一のサバイバルだ。
遊び方
Date with Dancing Queen
操作レバー
1人用
2人用
One Player
Two Player
ギャロップ株式会社
電気音響株式会社
Big
株式会社 大 八

#65

TAITO
TAITRONICS
DEFENDER

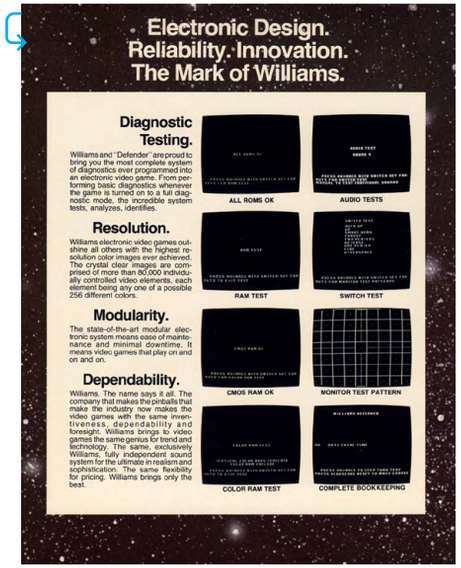
#66

Williams
...immer einen Schritt voraus!
Williams
DEFENDER
IHRE VIDEO ZUKUNFT mit
SUPER-NEUHEITEN:
Elektronik analog zum Flipper
Neuartiges Testprogramm
Macht den Freizeitmarkt
SEEVEND

#67

DANCING QUEEN
Products by GAPLOP Co., Ltd. & DENKI ONKYO Co., Ltd.

#68



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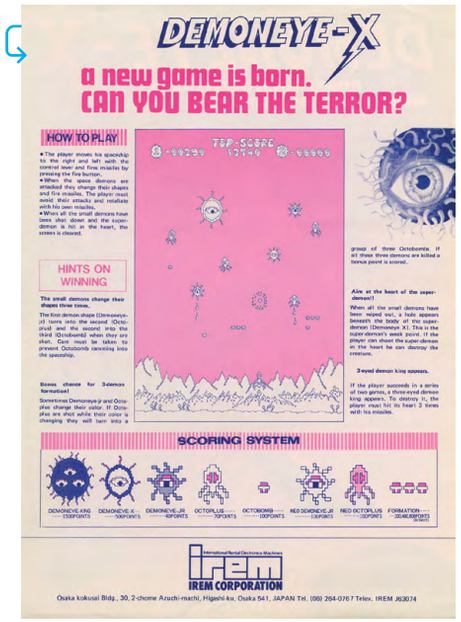


#70

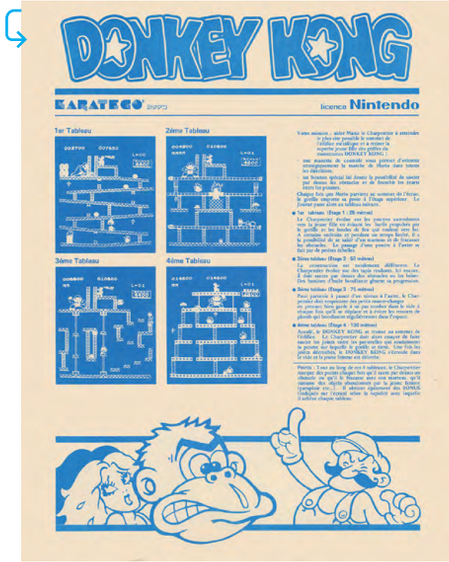
#71

#71

#72

#73

CHILLS! THRILLS! TEST YOUR SKILLS!
DONKEY KONG
from Nintendo
STARRING
SNORT!
Donkey Kong
HELP!
The Beautiful Girl
FIGHT!
The Brave Carpenter
EVERYONE'S GOING APE OVER DONKEY KONG!
"HELP! HELP!" cries the beautiful maiden as she is dragged up a labyrinth of structural beams by the ominous Donkey Kong. "SNORT. SNORT." Foreboding music warns of the eventual doom that awaits the poor girl, lest she somehow be miraculously rescued. "But, wait! Fear not, fair maiden. Little Mario, the carpenter, is in hot pursuit of you this very moment."
Throwing fate to the wind, risking life and limb, or worse, little Mario tries desperately to climb the mighty fortress of steel, to save the lovely lady from the evil Mr. Kong. Little Mario must dodge all manner of obstacles–fireballs, plummeting beams and a barrage of exploding barrels fired at him by Donkey Kong.
Amidst the beautiful girl's constant pleas for help, your challenge is to maneuver little Mario up the steel structure, while helping him to avoid the rapid-fire succession of hazards that come his way.
As little Mario gallantly battles his way up the barriers, he is taunted and teased by Donkey Kong, who brazenly struts back and forth, beating his chest in joyful exuberance at the prospect of having the beautiful girl all to himself. It is your job to get little Mario to the top. For it is there, and only there, that he can send the mighty Donkey Kong to his mortal doom. Leaving little Mario and the beautiful girl to live happily ever after. "SIGH. SIGH."
So, if you want the most exciting, most fun-filled, most talked about family video game on the market, don't monkey around with anything but the original Donkey Kong.
COCKTAIL
CABARET
UP-RIGHT
THE MOST EXCITING NAME IN VIDEO GAMES.
Nintendo
Nintendo of America Inc.
PRINTED IN U.S.A.


DONKEY KONG
KARATECO
licence Nintendo
1er Tableau
2ème Tableau
3ème Tableau
4ème Tableau

#74

DONKEY KONG
テーブルタイプ仕様
ドンキーコング
Nintendo

ドンキーコング
DONKEY KONG
★コングに連れ去られたレディを救いに
工事中のビルを駆けのぼります。
[遊び方]
1. コントローラーでプレイヤーを上下・左右に移動させて、レディを救いにいきます。また、ジャンプ（JUMP）ボタンを押すと、飛びこえることができます。
2. 次々と展開する場面をクリアーし、コングを上段へ上段へと追いつめていきます。
3. タルをジャンプすると得点が得られ、ハンマーを持てば無敵となります。
4. レディの落し物を拾うとボーナス得点が得られます。
5. エキストラスコアを越えれば1人追加されます。
6. プレイヤー全員がダウンするとゲームオーバーになります。
[特長]
●工事現場のシチュエーションでたわむれる愉快なコングのキャラクター。
●ハンマーを持ってアタックする気分は抜群です。高得点にもなります。
●ジャンプボタンとコントローラーのハイテクニックで今までにないスリルを味わえます。
●ユニークな効果音はゲームの雰囲気を一層盛りあげます。
スモールアップライトタイプ仕様
アップライトタイプ仕様
任天堂レジャーシステム株式会社

#75

DONKEY KONG
Nintendo

#76

EAGLE'S ARRIVAL IN BOTH "UPRIGHT" & "MAXI" MODELS FROM CENTURI MEANS NEW LOCATIONS & INCREASED PROFITS

Centuri's Eagle is here. A brilliant 19-inch color monitor and classic cabinet styling make the "UPRIGHT" version perfect for standard installations. And now, you can "MAXI-mize" your profits in a minimal amount of space with Eagle "MAXI". A 13-inch color monitor housed in a handsome walnut grain cabinet and a private sound chamber creates a unit ideal for "untapped" markets and the space conscious operator.

Each unit is designed for 1 or 2 players, features high score initial registration, operator adjustable volume control and play pricing, and dazzling, lifelike graphics.

MANTAS...TEGORS... VOLARS...EAGLES

It's a Cosmic Battle of Survival

Your spacecraft is pitted against a host of atomic war birds. Your defense...a deadly 3-stage missile.

Round 1, it's you against the MANTAS... Eliminate the first wave only to face a second. Round 2, TEGORS launch another two staged attack, clear the screen and dock your ship for bonus points, time is critical, the faster the maneuver the higher your score. Now prepare for round 3, giant prehistoric EAGLES swoop down on your rocket from every direction, survive the vicious attack and enter round 4, a barrage of comets. Clear the screen again and prepare for the second rocket docking mission. VOLARS challenge you during round 5, successfully complete your mission and start the battle all over again, only **this** time at a faster speed!!!

UPRIGHT	C/M.	INCHES
Height	180.34	71
Width	64.47	25⅜
Depth	76.20	30

MAXI	C/M.	INCHES
Height	137.80	54¼
Width	59.69	23½
Depth	59.07	23¼

Centuri, Inc.
845 West 74th Place
Hialeah, Florida 33014
Telephone: 305-558-5200
Telex: 803694 ANSB Centuri
Cable: CENTURI

centuri™
We're Inventing What The Future Will Bring.

#77

#78

"Take me out to the ball game," is the opening musical refrain in EXTRA BASES, Midway's newest, exciting 1 or 2 player video baseball game.

The action begins with the home team racing out of the dug out to take their positions on the field. If two players compete, one controls the Bat/Run button, and the other works the Pitch/Field controls. The pitcher goes through realistic motions to throw fast, slow, inside, outside or curve balls for strikeouts or walks. The player up presses the Bat/Run button to swing—a hit to an open field position starts the batter around the bases. The defending player must spin the field control to move his outfielders in the direction of the hit. When a fielder reaches the ball, it is thrown to the proper base to beat the runner. The base runner can stop or keep running by releasing or holding the Bat/Run button. "Safe" or "Out" plays are accompanied by crowd cheers. After 3 outs, players change sides and the action continues. Homers get off flashing lights and sounds—just like at the ball park. In the 1 player mode, it's the player vs. the computer. Bonus inning is awarded player if he beats the computer.

EXTRA BASES for extra earnings!
- Available in attractive upright or sit-down cocktail table model.
- Features SBA Dollar Coin Kit
- Shill mode attracts attention.

Bat/Run Button
- Press to swing bat.
- Hold to advance runner.
- Release to stop runner.

Pitch/Field Control
- Press button to pitch.
- Speed and direction of pitch is controlled by rollerball.
- Outfielders are controlled by rollerball before pitch or after hit.

VISITORS 0 EXTRA BASES UP 2 HOME
CREDITS
INN 1 2 3 4 5 6 7 8 9 B 2 S 1 O 0
Screen displays Score, Innings, Balls, Strikes and Outs.

MIDWAY MFG. CO.
A BALLY COMPANY
10750 West Grand Avenue
Franklin Park, IL 60131
Phone: (312) 451-1960
For Service Information—call toll free 800-323-7162
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#79

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#87

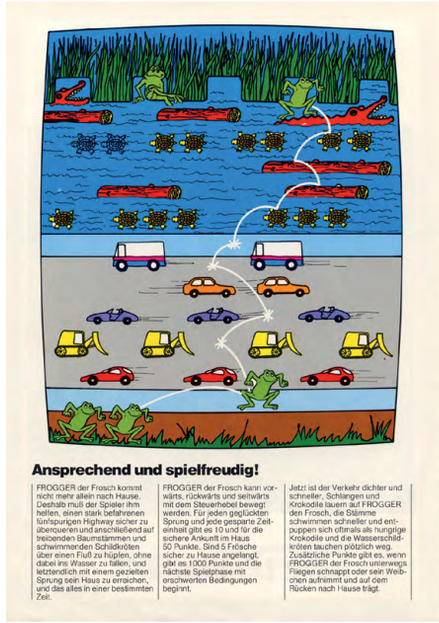
FROGGER KEEPS THINGS HOPPING.
The object of the game is to guide Frogger home in 60 beats of the clock or less, without getting hit by cars, drowned or eaten alive by slimy creatures that slither through the river.
Frogger must dart between cars and trucks on a five lane highway, ride on diving turtles and hop on rolling logs to get home. In advanced rounds, Frogger encounters deadly snakes, otters and crocodiles.
Ten points are scored for each safe hop. Landing home earns 50 points and if Frogger makes it home with time to spare, 10 points are added for each beat saved.
Frogger earns bonus points by rescuing a lady frog from a log and giving her a lift home. Two hundred bonus points are scored when Frogger catches and eats flying insects and also if he lands at home where a fly is buzzing. Filling every home with happy frogs awards 1,000 bonus points for a job well done!
Take a leap for the good life with Frogger, available in the upright and cocktail models. For more information, contact your local Sega/Gremlin distributor.
GREMLIN INDUSTRIES, INC., 8401 Mercury Way, San Diego, CA 92126 (619) 693-1821 • SEGA EUROPE, LTD., 15 Old Bond Street, Mayfair, London, England W1X 3DB (01) 491-2777 • SEGA ENTERPRISES, LTD., 2-2-12 Haneda, Ota-Ku, Tokyo, 143 Japan
FROGGER
SEGA/Gremlin

#88

LEAP FOR YOUR LIFE!
Life for frogs has never been more dangerous than with Sega/Gremlin's newest video game, Frogger™. The lily pads and ponds of yesterday are only a dream as players attempt to save Frogger from wreckless hot rods and hungry crocodiles.
Frogger is crazy. It's danger and fun rolled into one. Frogger leaps from speeding cars and trucks on a busy highway to slippery logs and diving turtles in a rushing river. His life is constantly in jeopardy, safe only in a protected swamp home along the treacherous river.
A one or two player game, Frogger has a special place among other games, with happy, toe-tapping music and intriguing game play that's fun for the whole family. Your profit skyrockets because Frogger scores big with every crowd.
FROGGER
SEGA/Gremlin SEE FROGGER AT THE AMOA BOOTHS 70, 71, 78, 80, 89 AND 90.

1-UP HI-SCORE 2-UP
03840 07380 03680
TIME
Zuverlässig und erfolgbringend!
FROGGER, der Videoautomat, wurde als platzsparendes Standgerät und als Cocktailtisch entwickelt.
Das ansprechende Kompaktgehäuse ist mit einem 20'' Farb-Monitor und zwei getrennten Münzeinwürfen ausgestattet.
Der Cocktailtisch hat einen 14'' Farb-Monitor und ist höhenverstellbar.
Beide Modelle haben eine einheitliche Stromversorgung. Leistungsaufnahme 100 Watt.
Alle Spiel- und Steuerfunktionen sind auf einer Leiterplatte (PC-Board) in praxisbewährter Mikroprocessor-Technik integriert.
Der Steuerhebel auf dem bedienungsgerechten Paneel ermöglicht eine optimale Spielführung des Frosches.
Das Standgerät besitzt einen getrennten, von außen zugänglichen Kassenraum; die Kontrolle über den Zähler ist im Kassenraum möglich.
Standgerät
Höhe: 142 cm
Breite: 70 cm
Tiefe: 70 cm
Gewicht: 69 kg
Cocktailtisch
Höhe: 60–70 cm
Breite: 56 cm
Länge: 96 cm
Gewicht: 61 kg
Ansprechend
Spielfreudig
Zuverlässig
Erfolgbringend
Entspannung durch Spiel

#89


Ansprechend und spielfreudig!
FROGGER der Frosch kommt nicht mehr allein nach Hause. Deshalb muß der Spieler ihm helfen, einen stark befahrenen fünfspurigen Highway sicher zu überqueren und anschließend auf treibenden Baumstämmen und schwimmenden Schildkröten über einen Fluß zu hüpfen, ohne dabei ins Wasser zu fallen, und letztendlich mit einem gezielten Sprung sein Haus zu erreichen, und das alles in einer bestimmten Zeit.
FROGGER der Frosch kann vorwärts, rückwärts und seitwärts mit dem Steuerhebel bewegt werden. Für jeden geglückten Sprung und jede gesparte Zeiteinheit gibt es 10 und für die sichere Ankunft im Haus 50 Punkte. Sind 5 Frösche sicher zu Hause angelangt, gibt es 1000 Punkte und die nächste Spielphase mit erschwerten Bedingungen beginnt.
Jetzt ist der Verkehr dichter und schneller, Schlangen und Krokodile lauern auf FROGGER den Frosch, die Stämme schwimmen schneller und entpuppen sich öfmals als hungrige Krokodile und die Wasserschildkröten tauchen plötzlich weg. Zusätzliche Punkte gibt es, wenn FROGGER der Frosch unterwegs Fliegen schnappt oder sein Weibchen aufnimmt und auf dem Rücken nach Hause trägt.

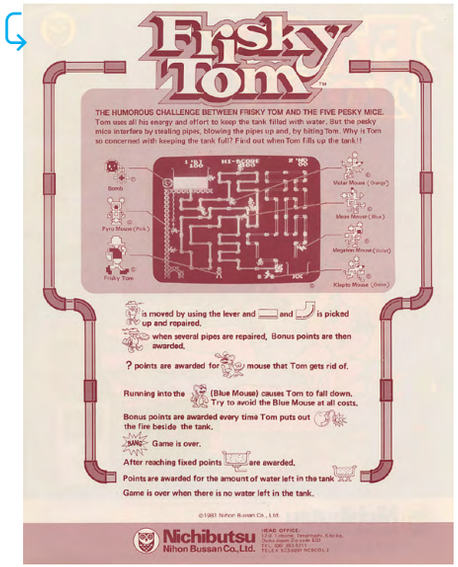
#90

FROGGER
Hilf dem Frosch sicher in sein Haus
Unternehmensgruppe
NSM/LÖWEN
IHR FREIZEIT PARTNER

#91

Frisky Tom
Nichibutsu
TOM THE PLUMBER AND FIVE MISCHIEF-FILLED MICE HAVE TANKFULS OF GOOD CLEAN FUN WITH A LIVELY BLONDE.
Nichibutsu Original CUSTOM C.P.U. was used for the first time in video games.
Mean Mouse
Kleyto Mouse
Motor Mouse
Megaton Mouse
Pyro Mouse
FT11001
FTA1001
©1981 Nihon Bussan Co., Ltd.
Nichibutsu
Nichibutsu U.S.A. Corp.
1540 So. Broadway, Gardena, Calif. 90248
TELEX 9103496664 NCBTUSA

#92


Frisky Tom
THE HUMOROUS CHALLENGE BETWEEN FRISKY TOM AND THE FIVE PESKY MICE.
Tom uses all his energy and effort to keep the tank filled with water. But the pesky mice interfere by stealing pipes, blowing the pipes up and, by biting Tom. Why is Tom so concerned with keeping the tank full? Find out when Tom fills up the tank!
Bomb
Pyro Mouse (Pink)
Frisky Tom
Motor Mouse (Orange)
Mean Mouse (Blue)
Megaton Mouse (Violet)
Kleyto Mouse (Green)
is moved by using the lever and and is picked up and repaired.
when several pipes are repaired, Bonus points are then awarded.
? points are awarded for mouse that Tom gets rid of.
Running into the (Blue Mouse) causes Tom to fall down. Try to avoid the Blue Mouse at all costs.
Bonus points are awarded every time Tom puts out the fire beside the tank.
Game is over.
After reaching fixed points are awarded.
Points are awarded for the amount of water left in the tank
Game is over when there is no water left in the tank.
©1981 Nihon Bussan Co., Ltd.
Nichibutsu
Nihon Bussan Co., Ltd.

Shoei
GARUDA
HOW TO PLAY
SCORES
Emperor
Eagle
Gull
Time Bomb
Shoei CO., LTD
4-3-9 Tenjinoho
Fuchu Shi, Tokyo JAPAN
TELEX 283254B SHOEI J
TELEPHONE 0423-66-2664

#93

Hey, Deep-Sea Monster! I'm Gonna Eat You Up. OK?
Right, I'm big, big...
FUNNY FISH
Here are tips to play the game with a greater excitement:
Look! This mighty bubble shooting!
Enjoy another new type of game shooting, swallowing and sucking
Specification (Cocktail table)
For further information, contact:
Manufactured by:
SUN ELECTRONICS CORPORATION

#94

FRISKY TOM
KARATECO
licence Nichibutsu
Distributed by :
stambouli
PARIS 102, Avenue Jean-Jaurès 93500 PANTIN/France
LYON 6, Rue de Bretagne 69330 MEYZIEU
MARSEILLE SRIMA - 11, Rue Gilibert 13500 MARSEILLE
KARATECO
211, Villa Akasaka, 6-chome, 10-45, Akasaka - Minato-ku
Tokyo 107 - JAPAN - Phone : (03) 586 0712 - Telex : 29284 J

#95

namco
Galaga
ギャラガ
ついに現れた！
最強の“異星人”!!
大ヒット作「ギャラクシアン」をもしのぐ迫熱の宇宙戦争！
ファン待望の本格的スペースゲームが出現しました！
TVゲーム「ギャラガ」ナムコから新登場！

#96

Galaga
ギャラガ
ギャラガ編隊の急襲にたちむかえ！
テュアルファイターで猛攻撃！
華麗なるチャレンジングステージ！
「遊び」をクリエイトする株式会社 ナムコ

Galaxia
SHOEI
Space monsters are making a sudden attack !! Are they challenging to civilizations ? Do your best , Galaxian !!
BELAM EXPORT CORP.
51 MADISON AVE. NEW YORK, N.Y. 10010

#97

Galaga
New Generation
Multi-Stage, 1 or 2 Player
Full Color Video Game!
Special Action Features:
Available in 3 Midway Models:
MIDWAY MFG. CO.
BALLY NORTHEAST DISTRIBUTING, INC.

#98

MIDWAY
Galaga
T.M.
NEW GENERATION
MULTI-STAGE
SPACE CHALLENGE
New twists, new turns, new special effects including the intriguing 'tractor beam' will have players standing in line to play GALAGA™.
Excitingly different, GALAGA™ is a 1 or 2 player, full color video game that also features Midway's 'Increase Price of Play at the Player's Option.'
GALAGA™ is manufactured by Midway under license from Namco, Ltd.
MIDWAY
VIDEO IS OUR GAME
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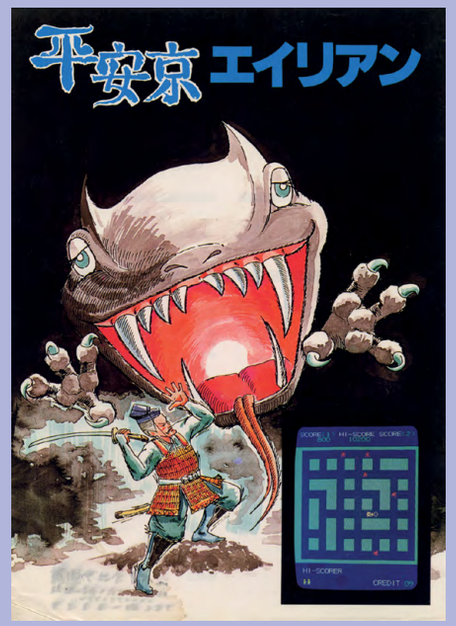

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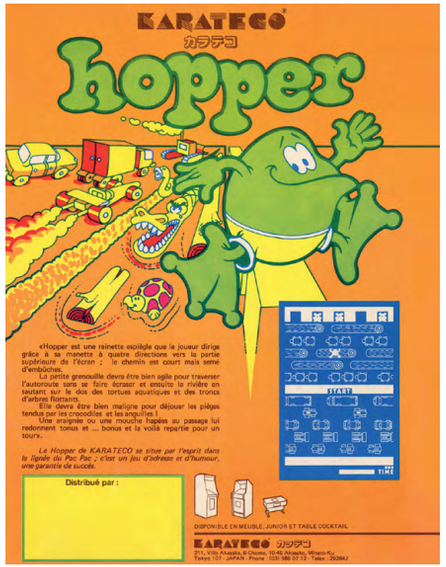

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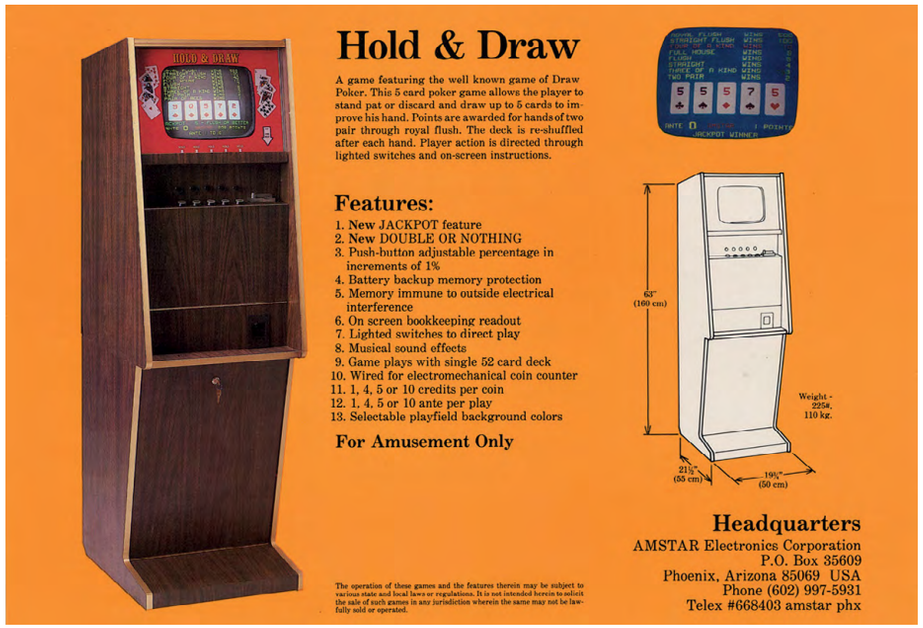

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#115

Game Plan
Creates orders
out of KAOS
KAOS BY GAMEPLAN
Orders are rolling in for KAOS at record numbers because players are choosing it over most other video games.
Initial income report figures are FANTASTIC!
KAOS, the unique vertical maze game, is the first video game completely designed by the new Game Plan.
KAOS, available in the Upright Arcade Model, features a little man chasing dollars through moving horizontal bars. If he fails to catch them they turn into dragons and try to devour him. But the man, by navigating the maze to the top of the screen, can turn into a king. Now he can slay the dragons!
If you are interested in catching dollars and being king, call Ken Anderson at:
GPI
GAME PLAN, INC.
1515 West Fullerton Avenue
Addison, Illinois 60101
312/628-8200
Telex 20-6098
Create orders out of KAOS. Order KAOS NOW!

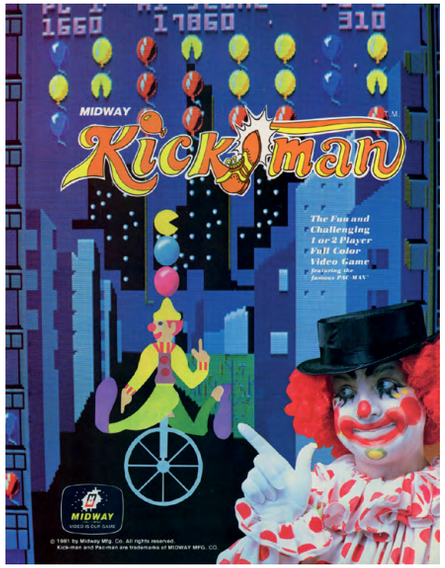
KAOS
Create orders
out of
KAOS
Order
KAOS
Now!
If you are interested in catching dollars and being king, call Ken Anderson at:
GPI
GAME PLAN, INC.
1515 West Fullerton Avenue
Addison, Illinois 60101
312/628-8200
Telex 20-6098
Create orders out of KAOS.
Order KAOS NOW!
Printed in U.S.A.
The vertical maze of Kaos appears on a 19 inch screen. It features a little man chasing dollars. If he doesn't catch the dollars, they will drop to the bottom of the screen and turn into dragons. The dragons will then pursue the man who must keep moving to avoid falling to the bottom of the screen out of action. There is the opportunity for the man to turn into a king and slay the dragons. Gathering dollars and slaying dragons builds points. The player must avoid losing men. The men move faster than the dollars, but slower than the ferocious dragons.
Kaos features eight different video screens which flash on in sequence and with increasing speed as the game progresses.
The unit creates bonus men and money units. "Eggs," for reaching 10,000, 30,000, and 60,000 points.
The game is over when the player has lost all the men. Kaos pits player against machine and can be played by one or two players.

#116

KEEP YOUR EYE ON GPI
KILLER COMET
Left and right-hand mode.
Screen flip-flops depending on mode.
Full color monitor upright viewing: soft green background for maximum definition.
Monster attack in waves of 25!
Hyperspace gamble.
GPi the Realm of the Coin
GamePlan, inc. 1515 Fullerton Avenue, Addison, Illinois 60101
Phone: 312 628-8200 Telex: 20-6098

TWO-FISTED EXCITEMENT IN A PROFIT-PACKED VIDEO GAME FILLED WITH MONSTERS, BOMBS, SPACEPODS AND LASER ZAPS!
SELF DIAGNOSTIC
COLOR FIELDS
COLOR GRIDS
CONTINUOUS VIDEO CLEAR
CONTINUOUS VIDEO WRITE
VIDEO RAM LOCATOR
DIP SWITCHES
COIN & START SWITCHES
PLAYER SWITCHES
AUDIO COMPUTER
68" H x 25½" W x 30" D
WEIGHT: 275 POUNDS CRATED
GPi the Realm of the Coin
GamePlan, inc. 1515 Fullerton Avenue, Addison, Illinois 60101
Phone: 312 628-8200 Telex: 20-6098
DISTRIBUTED BY:
NORTHWEST SALES COMPANY
2430 WEST COMMODORE WAY
SEATTLE, WASHINGTON 98199
PHONE (206) 284 8880
PRINTED IN U.S.A.

#117


1660
17860
310
MIDWAY
Kick-man
The Fun and Challenging 1 or 2 Player Full Color Video Game
MIDWAY
VIDEO IN OUR GAME
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Kick-man and Pac-man are trademarks of MIDWAY MFG. CO.

Point score values...
The rack identifiers...
The PAC-MAN bonus scores...
The challenge rack...
Kick-man is available in 3 Midway models...
Standard Arcade
Mini-style
Cocktail Table
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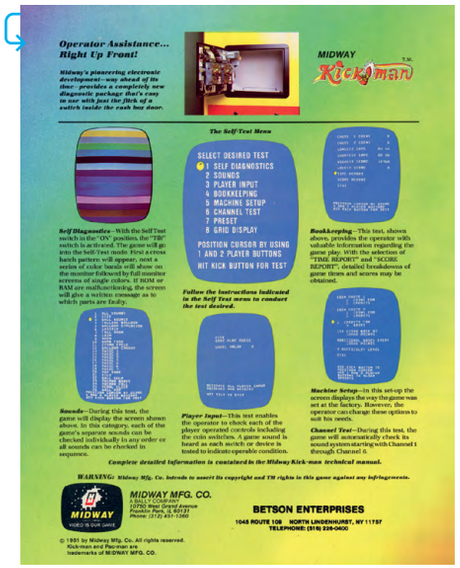
Kick-man and Pac-man are trademarks of MIDWAY MFG. CO.

#118

MIDWAY
Kick-man
The fun and challenging 1 or 2 Player Full Color Video Game.
An amusing treat...
A fun contest...
The rack advances...
Controlling the Kick-man...
Before play begins...
Catching a full stack...
The PAC-MAN plays...


Operator Assistance... Right Up Front!
MIDWAY
Kick-man
The Self-Test Menu
SELECT DESIRED TEST
1 SELF DIAGNOSTICS
2 SOUNDS
3 PLAYER INPUT
4 BOOKKEEPING
5 MACHINE SETUP
6 CHANNEL TEST
7 PRESET
8 GRID DISPLAY
POSITION CURSOR BY USING 1 AND 2 PLAYER BUTTONS
HIT KICK BUTTON FOR TEST
Self Diagnostics
Sounds
Bookkeeping
Machine Setup
Channel Test
Complete detailed information is contained in the Midway Kick-man technical manual.
WARNING: Midway Mfg. Co. intends to assert its copyright and TM rights in this game against any infringements.
MIDWAY MFG. CO.
BETSON ENTERPRISES
1045 ROUTE 108 NORTH LINDENHURST, NY 11757
TELEPHONE: (516) 226-0400
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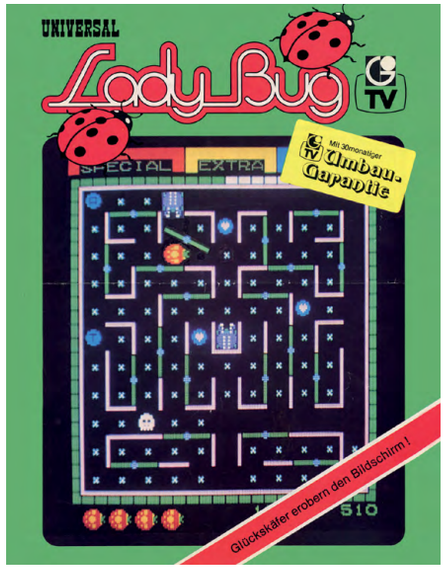

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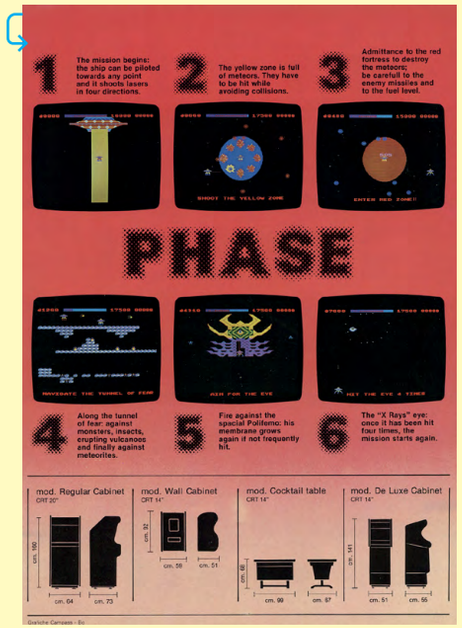

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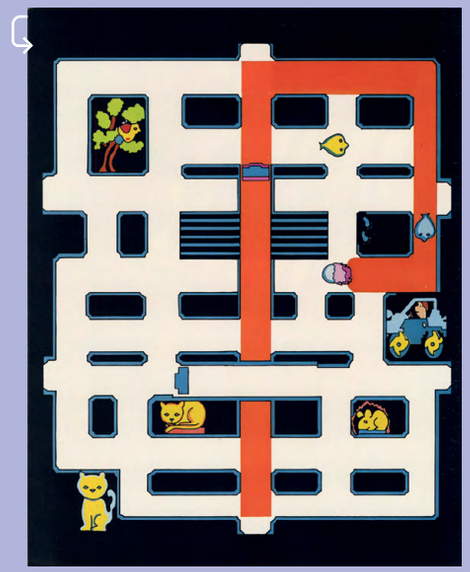

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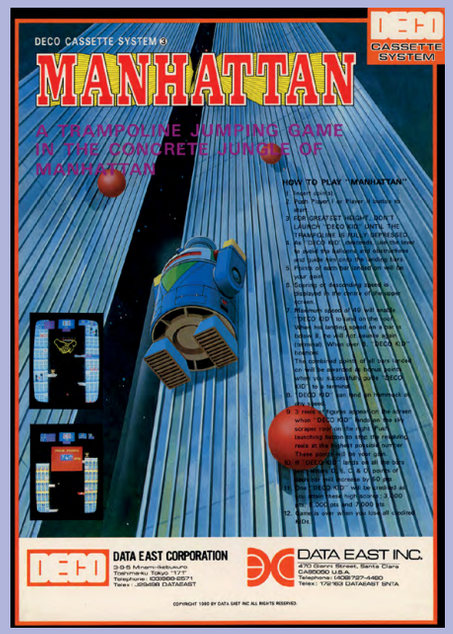

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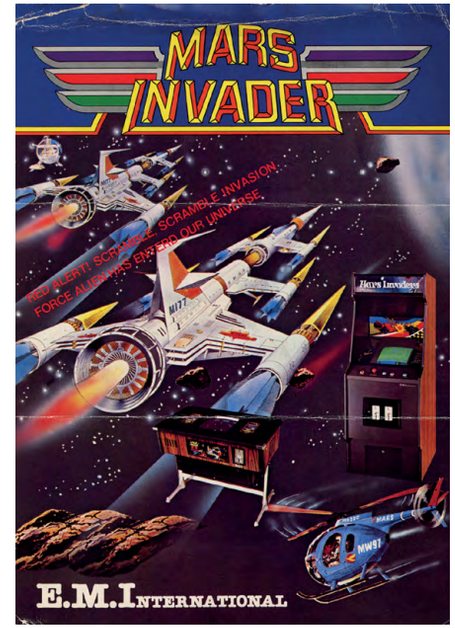

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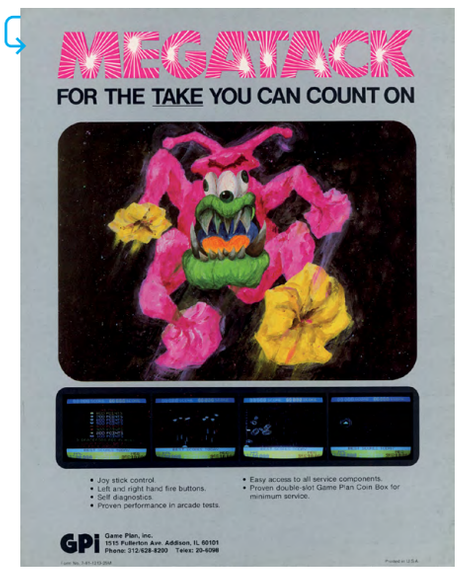

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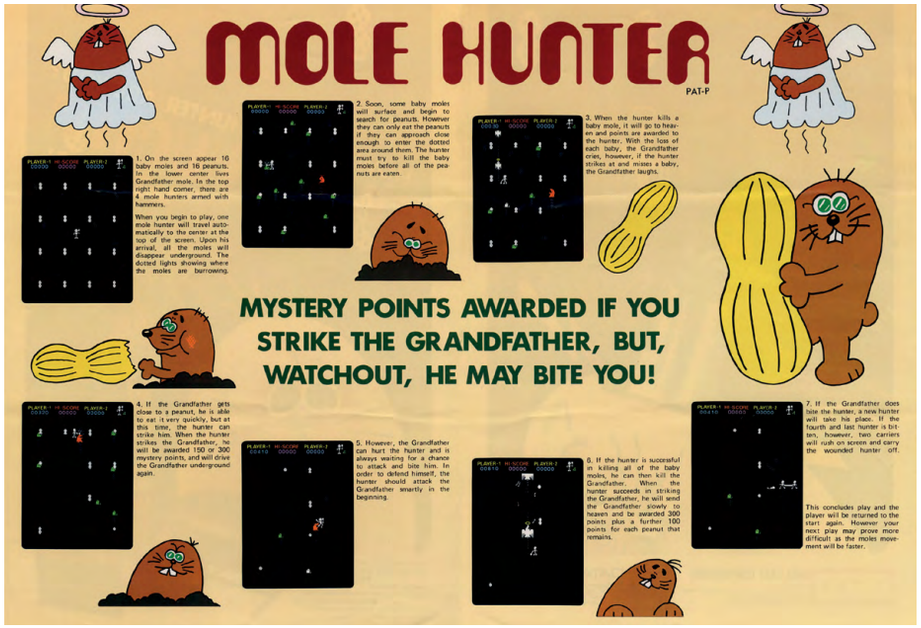

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#151

MOON CRESTA
LAUNCH INTO ADVENTURE
THAT'S OUT OF THIS WORLD!

FLIGHT PLAN: MOON CRESTA
Mission: Dock Lunar Rockets I, II, and III for MULTI-FIRE power. Mission terminates when all rockets are destroyed.
Rocket Capabilities:
Stage I: Single firing laser with high mobility.
Stage II: Double firing lasers with moderate mobility.
Stage III: Double firing lasers.
ZUPUS 50 Pts.
HELICON 30 Pts.
MERCATOR 80 Pts.
TAURIDS 300 Pts.
TITAN 100 Pts.
Plan of Attack:
Rocket I must destroy regiments of the Zupus and Helicon craft to reach first docking station. Docking bonus points are scored as the docking ship is linked with the Mother Craft in the shortest possible time. Pilot maneuvers rockets using port-starboard directional controls. Descent can be slowed by firing retro-rocket-control. Docking must be completed within 30 seconds! The highest bonus is achieved by docking in the shortest time. Failure to dock results in the loss of all bonus points. A crash during this phase destroys the docking rocket. When docking sequence is completed successfully, Rockets I and II join forces for triple-firing power to combat the Mercator craft. As the last of the Mercator vessels are eliminated, RED ALERT! Be prepared for a cross-fire of Taurids meteor showers! Pilot must command Rockets I and II through meteors before attempting link-up with Rocket III at second docking station. The three-stage rocket now beams five lasers at the oncoming Titan missiles. When the last of these crafts are destroyed, Flight Plan Moon Cresta is re-activated for increased challenge and fun.
Docking Sequence
SPECIFICATIONS:
UPRIGHT
25½" W x 67" H x 28" D
64.77 cm W x 170.18 cm H x 71.12 cm D
290 lbs. / 132 Kg
The MOON CRESTA game is manufactured by Gremlin Industries under license from Nihon Bussan Co., Ltd., Osaka, Japan.
© Gremlin Industries, Inc. 1980
Take a Giant Step for Profits with Gremlin/Sega!
Gremlin/SEGA
8401 Aero Drive San Diego, CA 92123
(714) 277-8700 TWX 910-335-1621

#152

MOON CRESTA
KARATECO カラテコ
FANTASTIC SPACE ADVENTURE!
DOCKING SEQUENCE FOR THE FIRST TIME ON A VIDEO SCREEN
• TRIPLE FIRING WHEN DOCKING IS SUCCESSFUL
• MULTIPLE INVADERS
• PROGRESSIVE LEVEL OF DIFFICULTIES
• ULTRA - BRIGHT COLOR MONITOR
DISTRIBUTED BY:
KARATECO 211, Villa Akasaka, 6-chome, 10-46, Akasaka · Minato-ku · Tokyo 107 · Japan · Phone : (03)586 0712 · Telex 29284 J

MOON CRESTA
KARATECO カラテコ
we do it... and better!
ZUPUS 50 Pts.
HELICON 30 Pts.
MERCATOR 80 Pts.
TAURIDS 300 Pts.
TITAN 100 Pts.
MISSION:
Dock Rockets I, II and III for MULTI-FIRE power. Mission terminates when all rockets are destroyed.
Rocket I must destroy regiments of the Zupus and Helicon craft to reach first docking station.
Docking bonus points are scored as the docking ship is linked with the Mother Craft in the shortest possible time. Docking must be completed within 30 seconds!
Failure to dock results in the loss of all bonus points.
When docking sequence is completed successfully, Rockets I and II join to combat the Mercator Craft.
As the last of the Mercator vessels are eliminated, RED ALERT! Be prepared for a cross-fire Taurids meteor showers!
Pilot must command Rocket I and II through meteors before attempting link-up with Rocket III at second docking station.
The three-stage rocket now beams five lasers at the oncoming Titan missiles and can eliminate them all.
ROCKET CAPABILITIES:
I - Single firing laser with high mobility.
II - Double firing lasers with moderate mobility.
III- Double firing lasers with high mobility.
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#153

MOON CRESTA
Nichibutsu
RED ALERT! SCRAMBLE, SCRAMBLE
INVASION FORCE ALIEN HAS ENTERD OUR GALAXY
MC-50001
MCA-5001
©Nichibutsu 1980
Nichibutsu
Nihon Bussan Co., Ltd.
Main Office: 12-9, 1-chome, Tenjinbashi, Kita-Ku, Osaka
TEL. (06) 353-5211 TELEX 523-6891 NCBCOL J
Branch Office: Tokyo · Hiroshima · Nara · Sapporo · Sendai

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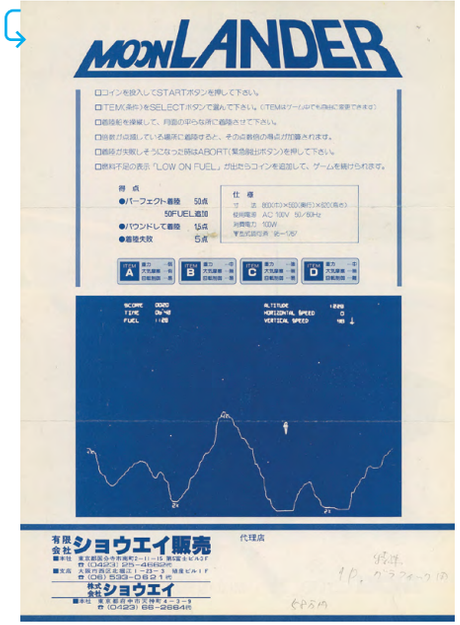

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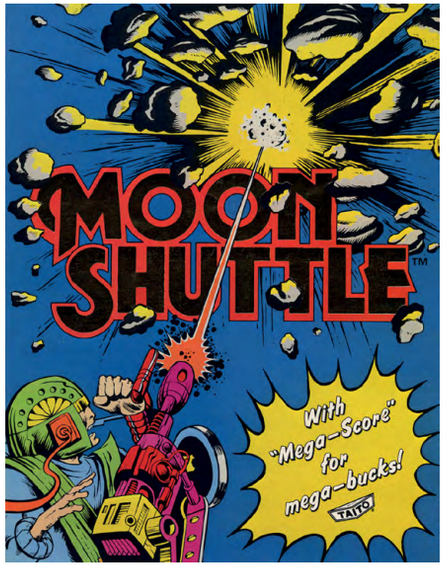

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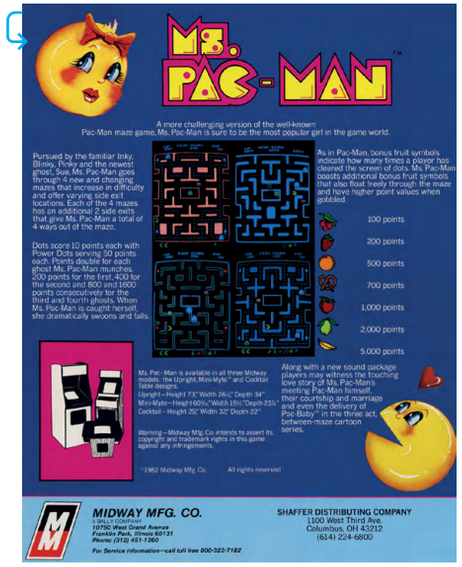
#164

Ms. PAC-MAN™ COLLECTION CARD
WIN Your Own Authentic
Ms. PAC-MAN™
Arcade Game or
$2,500.00 Cash
at Roy Rogers®
RESTAURANTS
PLUS, MILLIONS OF INSTANT WINNER CASH & FREE FOOD PRIZES!
Roy Rogers® RESTAURANTS... Tastes too good to be called fast food.
©1981 BALLY MIDWAY MFG. CO. All rights reserved. Ms. Pac-Man is a TM of BALLY MIDWAY MFG. CO.


Ms. PAC-MAN™
A more challenging version of the well-known Pac-Man maze game, Ms. Pac-Man is sure to be the most popular girl in the game world.
Pursued by the familiar Inky, Blinky, Pinky and the newest ghost, Sue, Ms. Pac-Man goes through 4 new and changing mazes that increase in difficulty and offer varying side exit locations. Each of the 4 mazes has an additional 2 side exits that give Ms. Pac-Man a total of 4 ways out of the maze.
Dots score 10 points each with Power Dots serving 50 points each. Points double for each ghost Ms. Pac-Man munches. 200 points for the first, 400 for the second and 800 and 1600 points consecutively for the third and fourth ghosts. When Ms. Pac-Man is caught herself, she dramatically swoons and falls.
As in Pac-Man, bonus fruit symbols indicate how many times a player has cleared the screen of dots. Ms. Pac-Man boasts additional bonus fruit symbols that also float freely through the maze and have higher point values when gobbled.
100 points
200 points
500 points
700 points
1,000 points
2,000 points
5,000 points
Ms. Pac-Man is available in all three Midway models: the Upright, Mini-Myte™ and Cocktail Table designs.
Upright—Height 71" Width 26½" Depth 34"
Mini-Myte—Height 60½" Width 19½" Depth 23½"
Cocktail—Height 35" Width 32" Depth 22"
Along with a new sound package players may witness the touching love story of Ms. Pac-Man's meeting Pac-Man himself, their courtship and marriage and even the delivery of Pac-Baby™ in the three act, between-maze cartoon series.
Warning—Midway Mfg. Co. intends to assert its copyright and trademark rights in this game against any infringements.
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MIDWAY MFG. CO.
A Bally Company
10750 West Grand Avenue
Franklin Park, Illinois 60131
Phone: (312) 451-1360
For Service Information—call toll free 800-323-7182
SHAFFER DISTRIBUTING COMPANY
1100 West Third Ave.
Columbus, OH 43212
(614) 224-6800

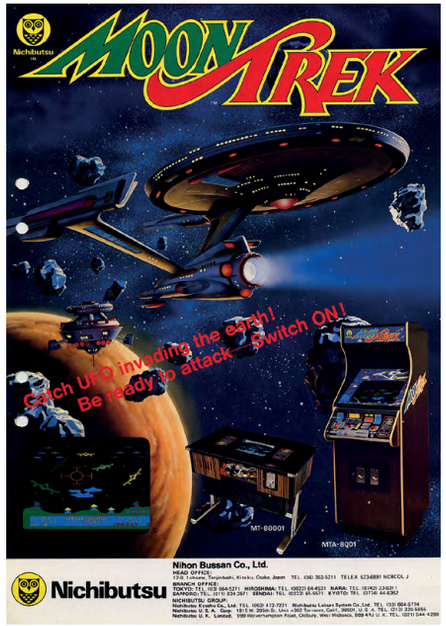
#165

Play the Roy Rogers® RESTAURANTS
Ms. PAC-MAN™ GAME
WIN A Ms. PAC-MAN™ ARCADE GAME OR $2,500 CASH VIA A SWEEPSTAKES DRAWING!
LARGE ROAST BEEF
Here's How to Enter a Drawing to Win a Ms. Pac-Man™ Arcade Game or $2,500.00 Cash:
It's easy, just match and affix the picture and number on your game ticket to the corresponding picture and number in the Large Roast Beef Section above. Upon completion, fill out the entry form below and mail your game ticket and entry form to: Ms. Pac-Man™ Sweepstakes Headquarters, P.O. Box 8050, Kankakee, IL, 60902. (See back panel for further details.) MOISTEN BACK OF GAME TICKET AND PLACE IN THE APPROPRIATE AREA.
Name
Address
City State Zip
WIN $5,000.00 CASH!
CRISPY FRIED CHICKEN
Here's How to Win $5,000 Cash:
It's easy, just match and affix the picture and number on your game ticket to the corresponding picture and number in the Crispy Fried Chicken Section above. Upon completion, you become a $5,000 winner, subject to verification. (See how to claim your prize on the back panel.) MOISTEN BACK OF GAME TICKET AND PLACE IN THE APPROPRIATE AREA.
WIN INSTANT CASH!
INSTANT WINNER $2,500.00 INSTANT WINNER PINKY $2,500.00
INSTANT WINNER $100.00 INSTANT WINNER PINKY $100.00
INSTANT WINNER $50.00 INSTANT WINNER BLINKY $50.00
INSTANT WINNER WIN $10.00 COUPON BOOK INSTANT WINNER SUE $10.00 COUPON BOOK
Here's How to Win Instant Cash or Food:
It's easy, just match the picture and number on your game ticket to the corresponding picture and number on this game card. Sometimes, All food instant prizes will be awarded on your next visit to a Roy Rogers ® (See how to claim your cash prize on back panel.)
WIN INSTANT FREE FOOD!
INSTANT WINNER 2 PIECES OF CHICKEN
INSTANT WINNER ORIGINAL ROAST BEEF
INSTANT WINNER MEDIUM SERVING COCA-COLA®
INSTANT WINNER REGULAR FRENCH FRIES
INSTANT WINNER SUNDAE
INSTANT WINNER BACON CHEESEBURGER
WIN A Ms. PAC-MAN™ T-SHIRT!
SALAD BAR
Here's How to Win a Roy Rogers® Ms. Pac-Man™ T-Shirt:
It's easy, just match and affix the picture and number on your game ticket to the corresponding picture and number in the Salad Bar Section above. Upon completion, you become a winner of a Roy Rogers ® Ms. Pac-Man™ T-Shirt. (See how to claim your prize on back panel.) MOISTEN BACK OF GAME TICKET AND PLACE IN THE APPROPRIATE AREA.

#166

INTRODUCING...
THE NEW FEMME FATALE OF THE GAME WORLD
Ms. PAC-MAN™
The amazing Ms. Pac-Man offers all the fun of Midway's famous Pac-Man™ with four new mazes, added bonus fruit symbols that float freely through the maze, two new side exits that give four chances for get away and a unique cartoon series.
Produced by Midway Mfg. Co. under agreement with Namco Ltd.
MIDWAY
VIDEO IS OUR GAME

#167



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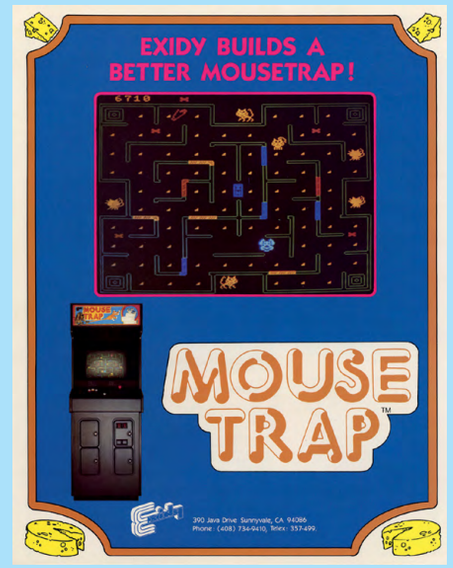

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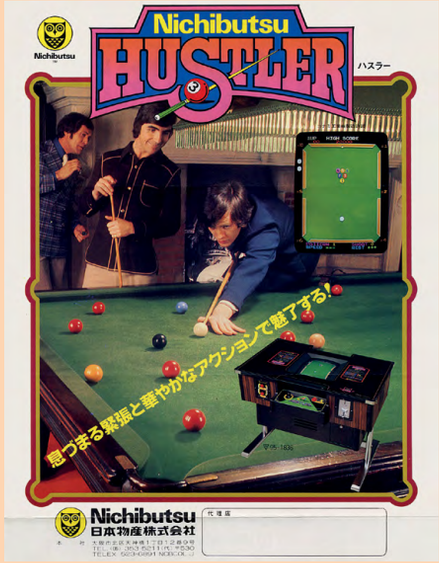

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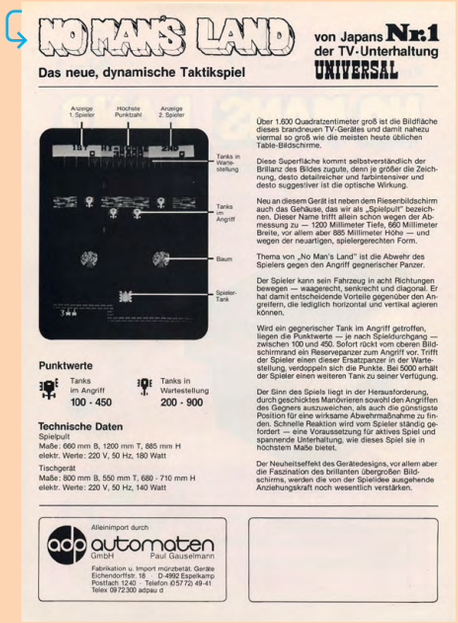

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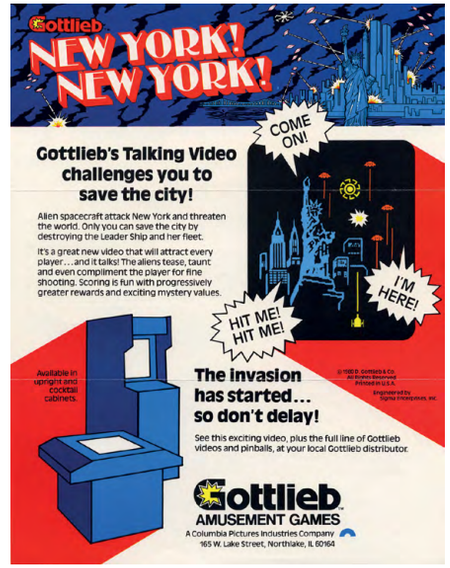

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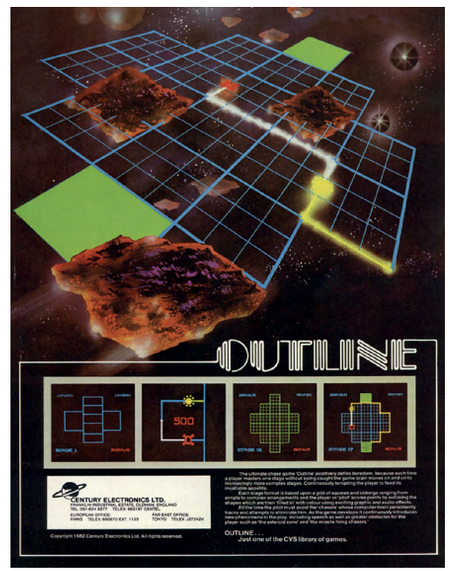

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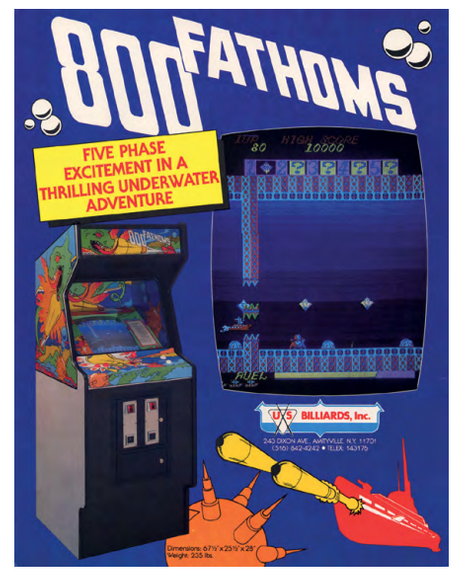
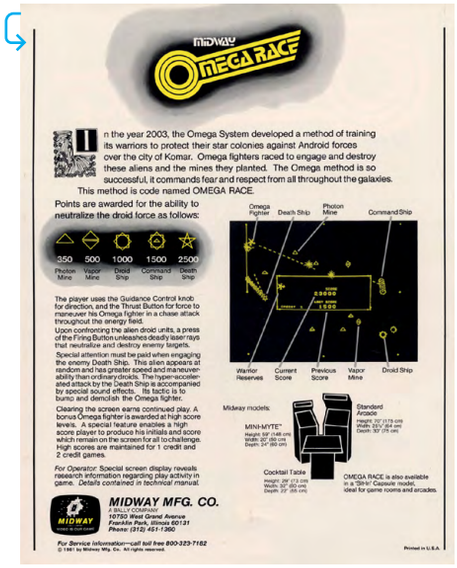


#180

MIDWAY
OMEGA RACE
A Challenging Chase in Space!
MIDWAY
MIDWAY MFG. CO.
FOR 1 OR 2 PLAYERS


MIDWAY
OMEGA RACE
In the year 2003, the Omega System developed a method of training its warriors to protect their star colonies against Android forces over the city of Komar. Omega fighters raced to engage and destroy these aliens and the mines they planted. The Omega method is so successful, it commands fear and respect from all throughout the galaxies.
This method is code named OMEGA RACE.
Points are awarded for the ability to neutralize the droid force as follows:
350 500 1000 1500 2500
Photon Mine
Vapor Mine
Droid Ship
Command Ship
Death Ship
The player uses the Guidance Control knob for direction, and the Thrust Button for force to maneuver his Omega fighter in a chase attack throughout the energy field.
Upon confronting the alien droid units, a press of the Firing Button unleashes deadly laser rays that neutralize and destroy enemy targets.
Special attention must be paid when engaging the enemy Death Ship. This alien appears at random and has greater speed and maneuverability than ordinary droids. The hyper-accelerated attack by the Death Ship is accompanied by special sound effects. Its tactic is to burrow and demolish the Omega fighter.
Clearing the screen earns continued play. A bonus Omega fighter is awarded at high score levels. A special feature enables a high score player to produce his initials and score which remain on the screen for all to challenge. High scores are maintained for 1 credit and 2 credit games.
For Operator: Special screen display reveals research information regarding play activity in game. Details contained in technical manual.
Omega Fighter
Death Ship
Photon Mine
Command Ship
Warrior Reserves
Current Score
Previous Score
Vapor Mine
Droid Ship
Midway models:
MINI-MYTE
Standard Arcade
Cocktail Table
OMEGA RACE is also available in a "Slim" Cabinet model, ideal for game rooms and arcades.
MIDWAY MFG. CO.
A BALLY COMPANY
10750 West Grand Avenue
Franklin Park, Illinois 60131
Phone: (312) 451-1360
For Service Information—call toll free 800-323-7162
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#181

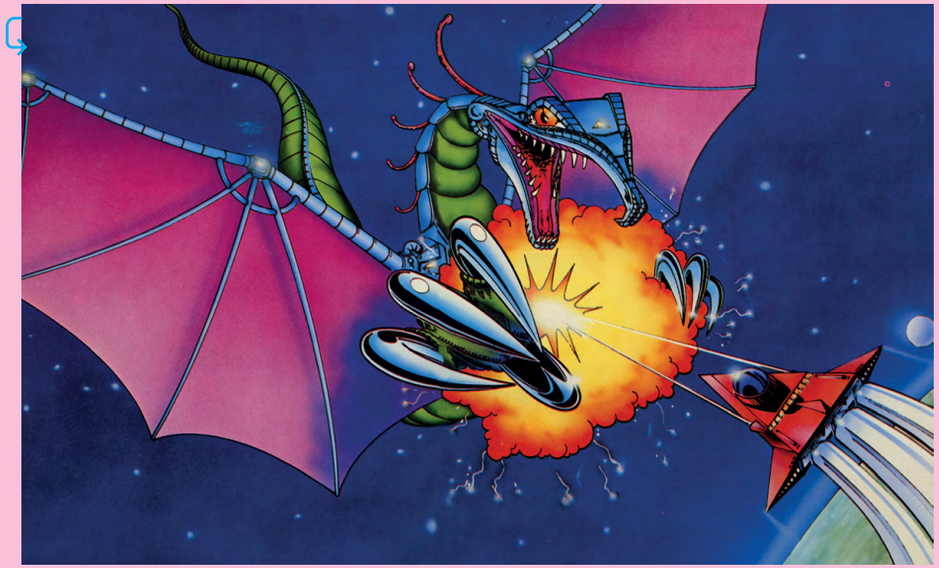
LOOK WHAT CENTURI HAS JUST HATCHED...
centuri

Phoenix
Soars Into Your Location In "Upright" and "Maxi" Versions From Centuri, Inc.
Attack The Alien Space Craft...If You Dare
Armed with a high powered missile, your perilous journey into space begins. All that stands between you and success are hordes of enemy war birds.
When The Going Gets Tough
At all times a momentary respite from warfare can be achieved by hitting the protective barrier button. But caution should prevail. Your safety is only insured for a matter of seconds.
A Wolf In Sheeps Clothing
Beautiful, but deceiving, eggs materialize on the screen. Right before your eyes they hatch into the deadly Phoenix war birds. It's the ultimate test of survival as the fiendish fowl pellets you with its awesome power.
The Encounter
Protected by a convoy of war birds, the lone alien taunts you to tear down the barriers that protect his ship. Succeed and you destroy the interloper. Fail, and your fate is in the hands of the vulturous attackers.
Each Unit Offers These Outstanding Features
• Progressive Frame Game Play For Increased Player Appeal
• Precision Angle Monitor Placement For Extra High Visibility & Ease Of Play
• Beautiful Bird Graphics
• High Durability Cabinet Structure Made Of Low Pressure Laminate
• Highly Reliable Low Temperature Switcher Type Power Supply
• Automatic High Score Registration
• Operator Adjustable Number of Missile Bases, Volume Control & Play Pricing
UPRIGHT CM INCHES MAXI CM INCHES
Height 180.3 71 Height 139.7 55
Width 64.5 25-3/8 Width 52.7 20-3/4
Depth 76.2 30 Depth 59.7 23-1/2
Shipping Weight KGS. 616 LBS. 310 Shipping Weight KGS. 418 LBS. 190
Phoenix
Mfg. under license from Amstar Electronics Corp.
centuri
We're Inventing What The Future Will Bring.
CENTURI, INC.
245 West 74th Place
Hialeah, Florida 33014
Telephone: 305-558-5200
Telex: 803694 ANSB Centuri
Code: CENTURI

#182

PHOENIX
die Spieldimension der Superlative.
PHOENIX
NOVA APPARATE

#183



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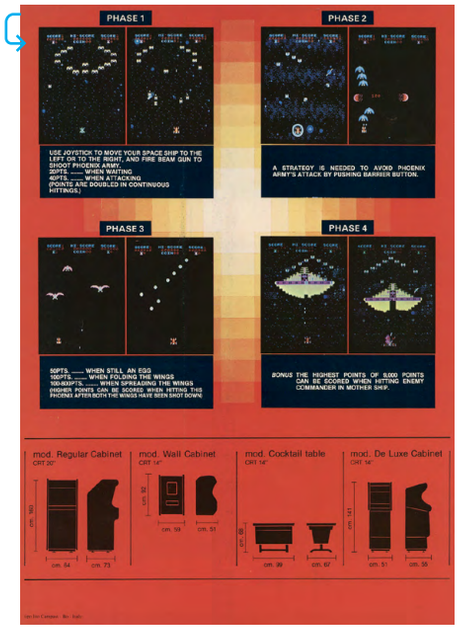

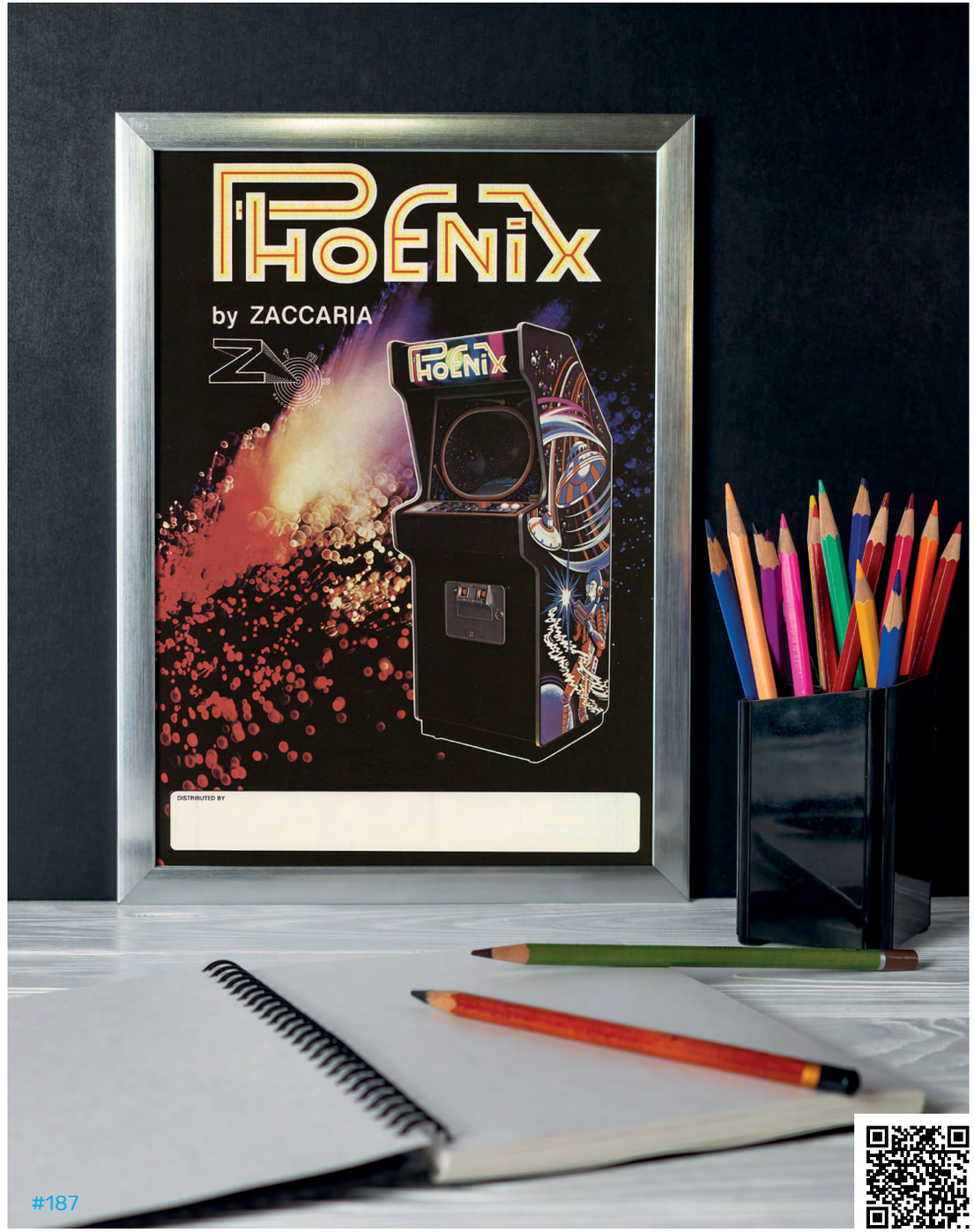

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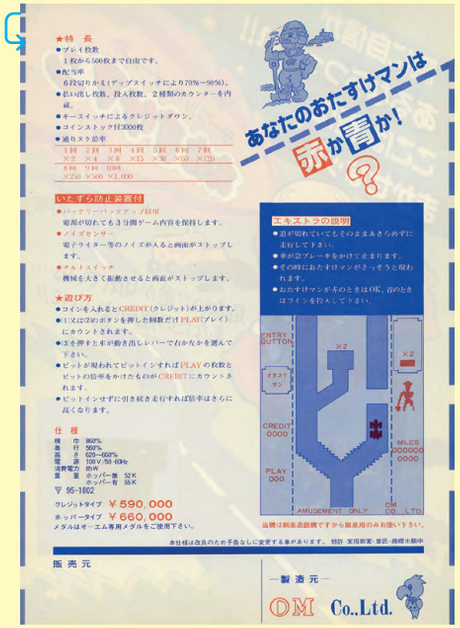

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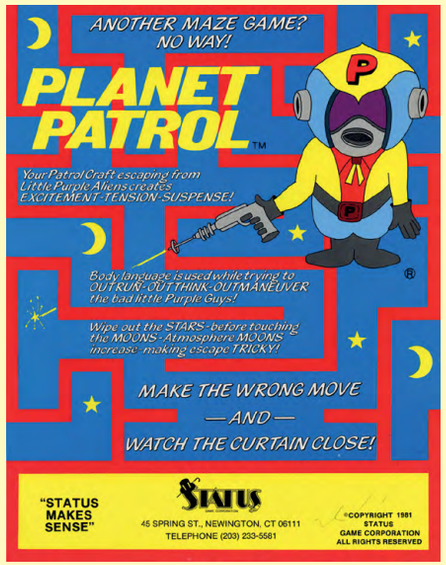

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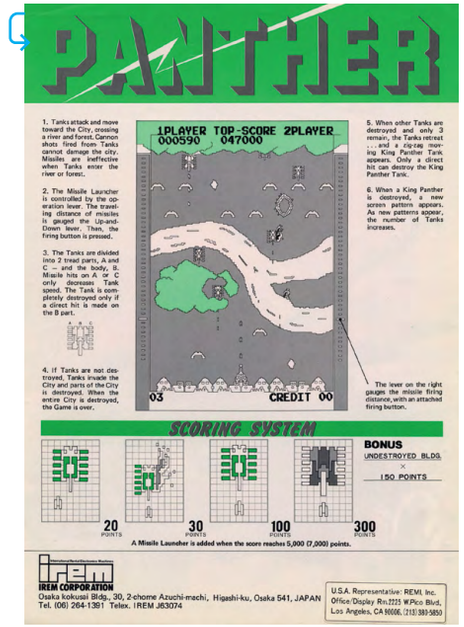

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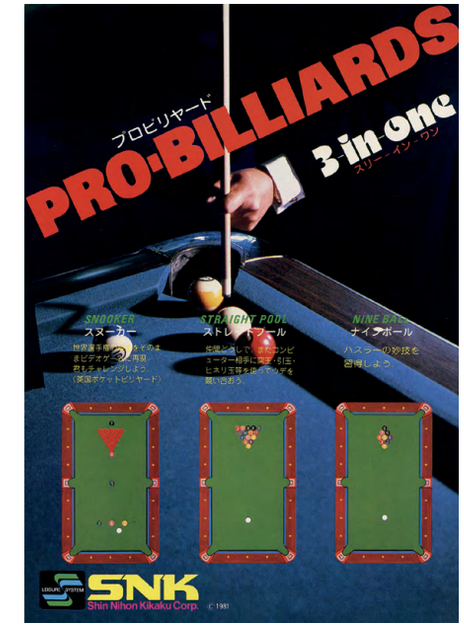

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#196

...ENTER PLEIADES©

Let's face it. You can't fool today's sophisticated players with a simplistic repetitive game theme. They want and deserve better.

It's A Winner
Like several of its predecessors, Pleiades continues the very popular progressive screen concept. Quite simply, it means the game is a challenge. The more challenging the game, the more income it produces. And after all, that's what your game is all about.

Just How Challenging?
The name Pleiades has its roots in Greek Mythology, but the game Pleiades transports you right into the future. With the constellation Pleiades lighting the way, the stage is set for a four-phase attack that begins with a sensational surface to air battle, continues with two dramatic in-space clashes and ends with a delicate space shuttle type docking mission.

Reliability
We know this game will be played, and played and played. We also know it will stand up to the constant abuse a popular piece experiences. If we sound over confident it's only because we've worked hard to earn a reputation for high quality in a short period of time.

We're going to work that much harder to keep that reputation.

UPRIGHT	C/M	INCHES	COCKTAIL TABLE	C/M	INCHES
Height	180.5	71	Width	63.5	25
Width	64.5	25 3/8	Length	90.2	35.5
Depth	76.2	30	Min. Height	64.8	25.5
			Max. Height	99	39

Pleiades is manufactured under license from Tehkan International Corp.

centuri™
We're Inventing What The Future Will Bring
CENTURI, INC. 245 West 74th Pl., Hialeah, Fla. 33014 • Phone: 305-558-5200 • Telex: 805694 • AMSB Centuri • Cable: CENTURI

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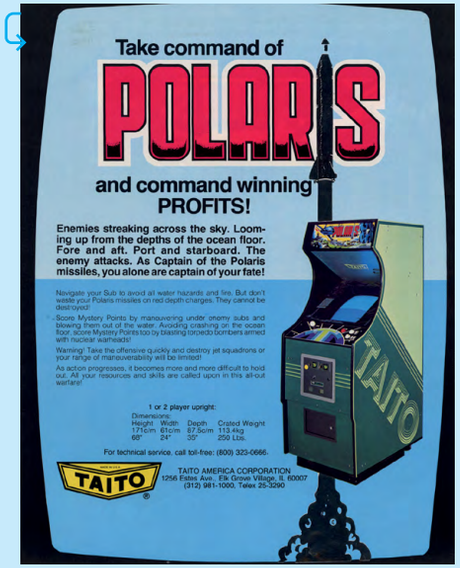

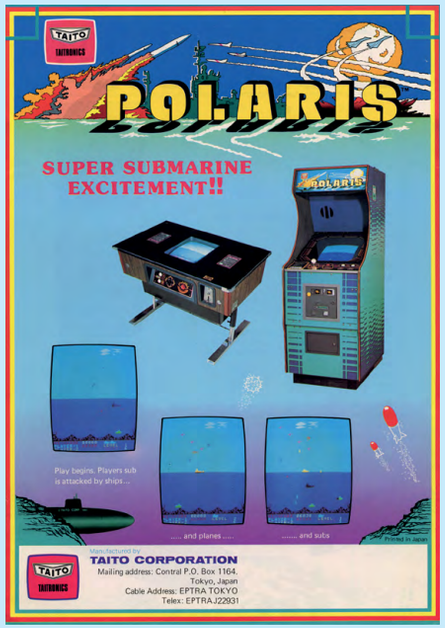

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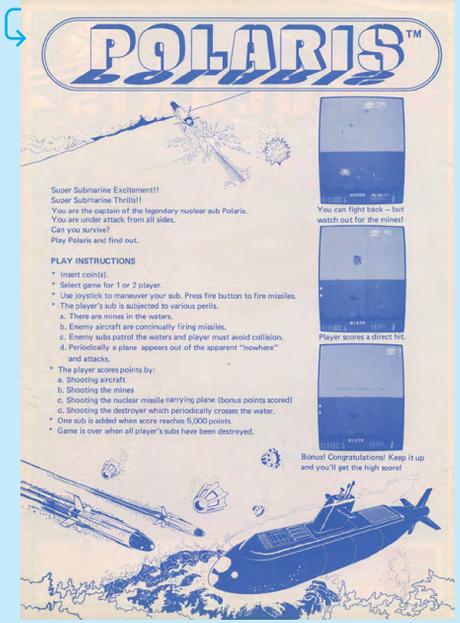

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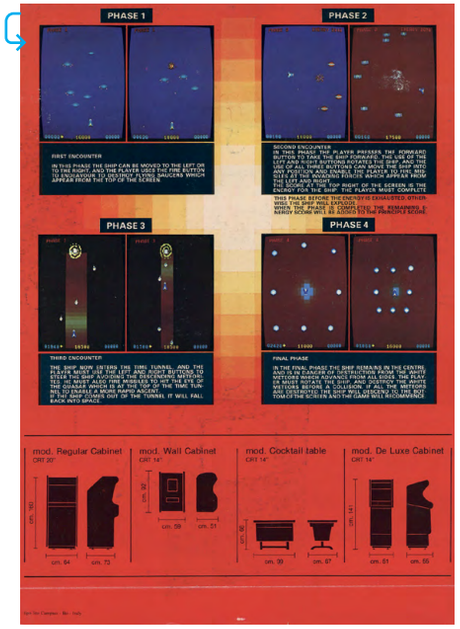

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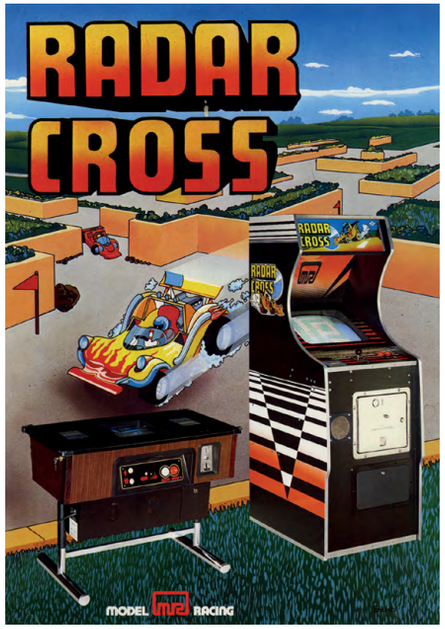

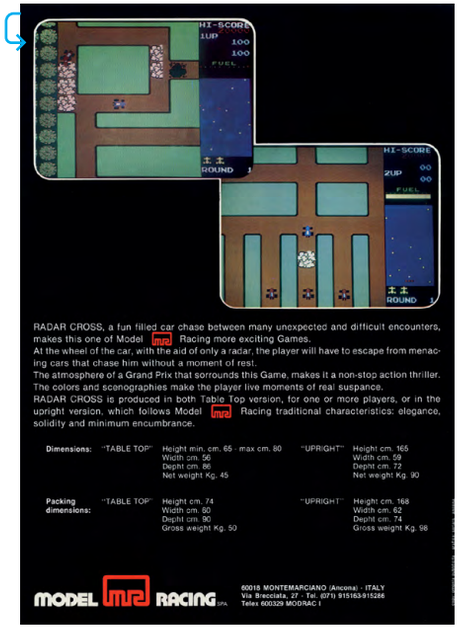

RADAR CROSS, a fun filled car chase between many unexpected and difficult encounters, makes this one of Model MR Racing more exciting Games.
At the wheel of the car, with the aid of only a radar, the player will have to escape from menacing cars that chase him without a moment of rest.
The atmosphere of a Grand Prix that sorrounds this Game, makes it a non-stop action thriller.
The colors and scenographies make the player live moments of real suspance.
RADAR CROSS is produced in both Table Top version, for one or more players, or in the upright version, which follows Model MR Racing traditional characteristics: elegance, solidity and minimum encumbrance.

Dimensions:	"TABLE TOP"	Height min. cm. 65 - max cm. 80 Width cm. 56 Depht cm. 86 Net weight Kg. 45	"UPRIGHT"	Height cm. 165 Width cm. 59 Depht cm. 72 Net weight Kg. 90
Packing dimensions:	"TABLE TOP"	Height cm. 74 Width cm. 60 Depht cm. 90 Gross weight Kg. 50	"UPRIGHT"	Height cm. 168 Width cm. 62 Depht cm. 74 Gross weight Kg. 98

MODEL MR RACING SPA.
60018 MONTEMARCIANO (Ancona) - ITALY
Via Brecciata, 27 - Tel. (071) 915163-915286
Telex 600329 MODRAC I

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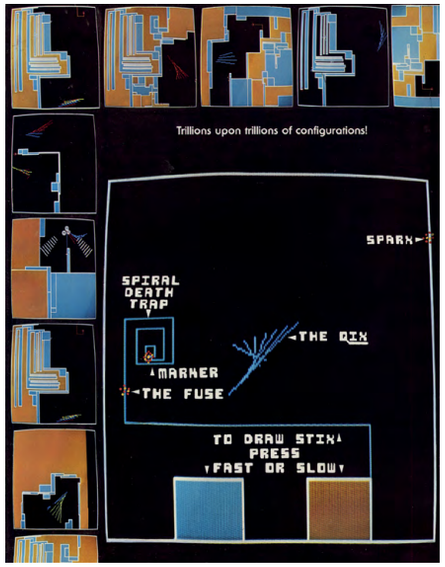

How your players can get their Qix™ ...before Qix™ gets them!

Qix is a video game unlike any you've ever seen in design and challenge! And Qix stays unique play after play, player after player, because there are as many strategies as there are possible configurations . . . . and there are trillions upon trillions of configurations that can be plotted on the screen! With this kind of fresh, new appeal, you'll want to make sure that your players get their Qix!

The object of the game is to box in Qix, the spinning helix, by filling in 75% of the screen with boxes of color. The percentage that's filled in (over 75 is multiplied by 1000) for Bonus points. The player draws boxes with his Marker, (3-7 per game, operator adjustable), using his slow draw and fast draw on the control panel.

QIX™

The player must stay out of the destructive path of the whirling Qix so that it doesn't hit the line of a box before the box is completed! As the game progresses, the 1 Qix divides itself into 2! Separating them with lines or boxes earns 2X Bonus value! Separating them a second time scores 3X Bonus value, etc.!

SPARX™

The player must avoid the 2 Sparx that travel along the Stix or they'll destroy his Marker! The Sparx stop their mad chase only when the Marker is caught or the screen is filled by at least 75%! Just when the player feels he has them outsmarted, the Sparx begin to multiply and become even more dangerous and aggressive Super Sparx!

FUSE

If the player stops or doesn't complete a box, the Fuse will light, shoot up the Stix and destroy his Marker!

SPIRAL DEATH TRAP

The Fuse will deliver a burning fate to the player who makes a wrong turn and boxes himself into a Spiral Death Trap!

How you'll get QIX™ ... in our brand new cabinet!

It's a special service-priority cabinet and it's just what the operator ordered!

Specifically designed for easy access and service as well as for maximum security, it houses a revolutionary new electronic system. This system allows for more on-monitor audit and test screens, flexibility and realism of configurations and innovative special effects like the ominous bellowing sounds in Qix that are twice as menacing in Taito stereo.

The cabinet has front-door programmability and audit functions with swing-down monitor mounting and logic boards on a hinged back door to simplify service. These logic boards are fully compatible with the "Taito Tech™" Signature Test System for board troubleshooting. Removeable cover glass features an illuminated instruction card and the easily accessible control panel has a replaceable polycarbonate overlay which resists marking. The lift-out molded cash box is surrounded by solid steel housing with lockable steel lid and has the capacity for the highest earnings . . . the kind that Qix is sure to bring in!

These are just a few of the new features that make the new Taito cabinet ideal for service, security and sophisticated technology. And that make it ideal for any location!

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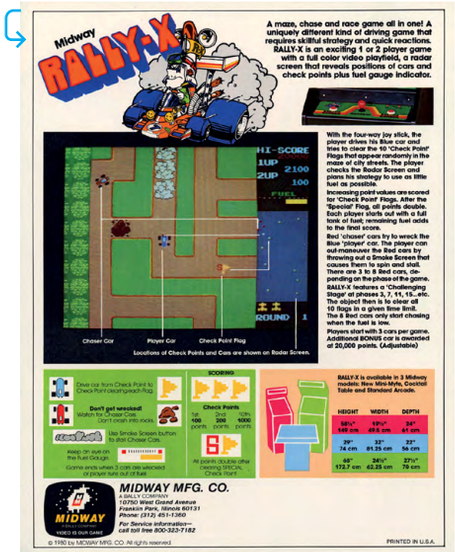

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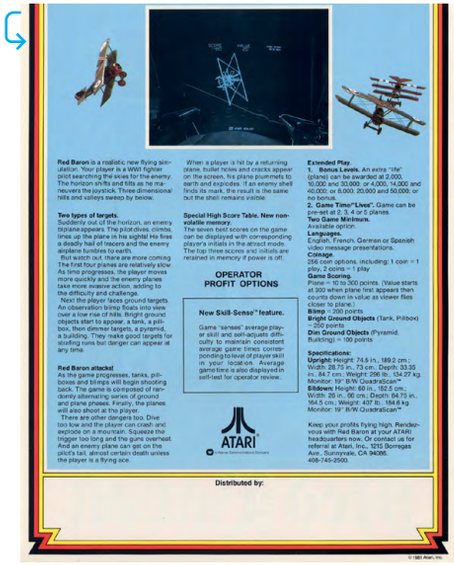

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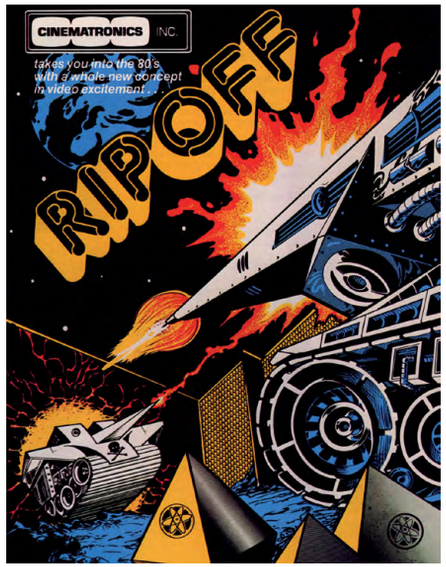

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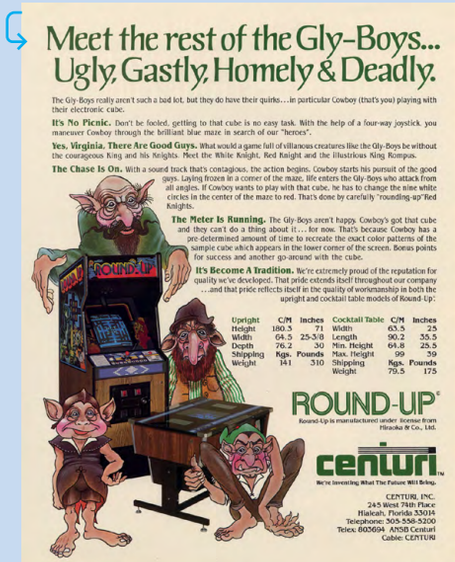

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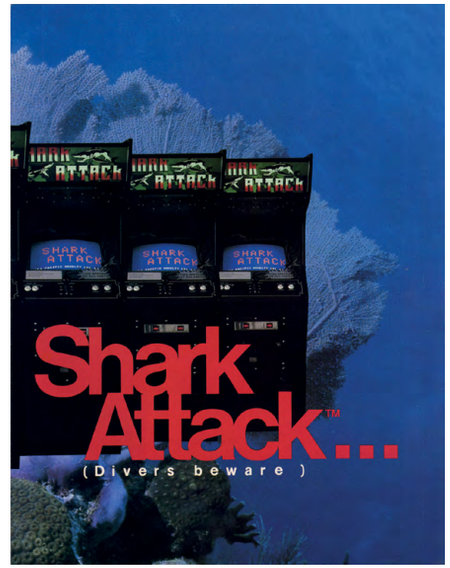

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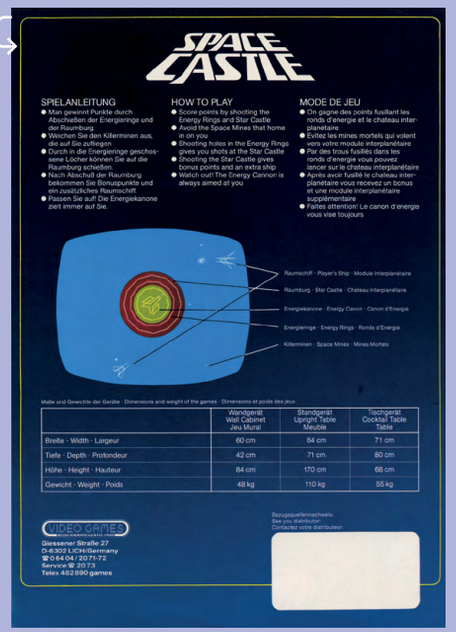

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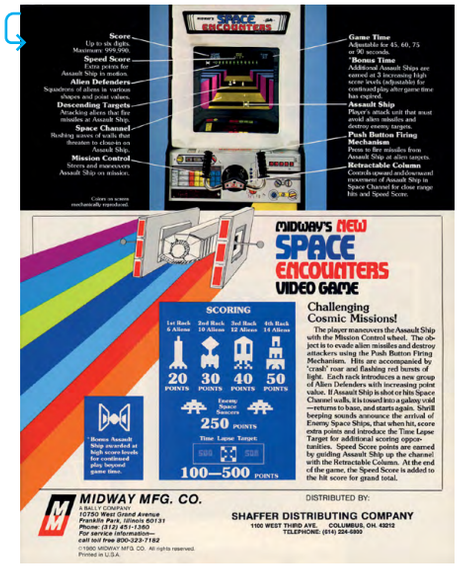

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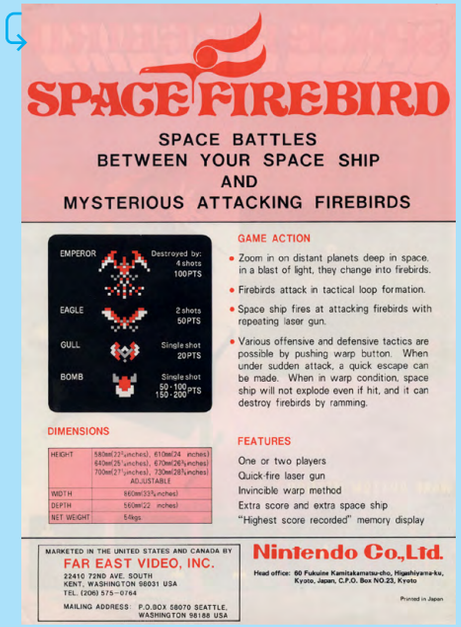

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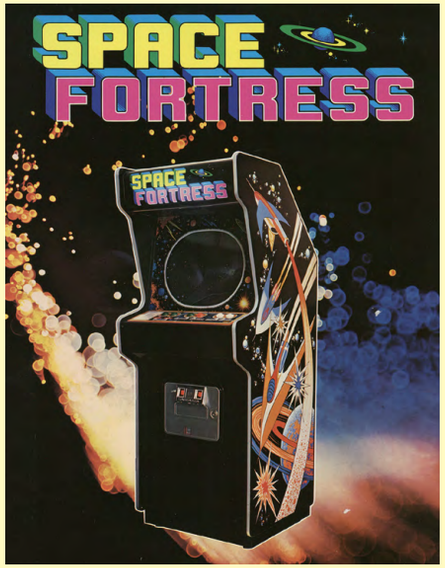

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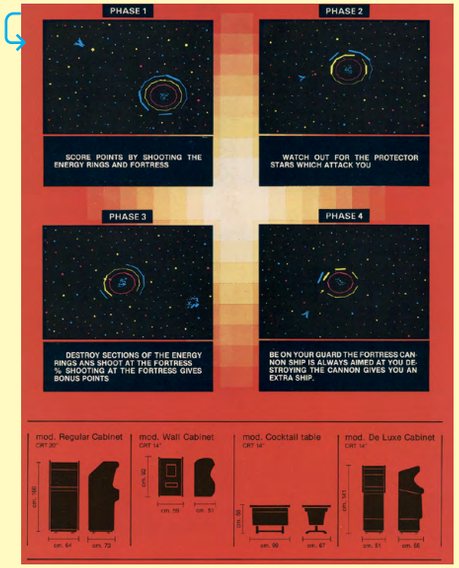

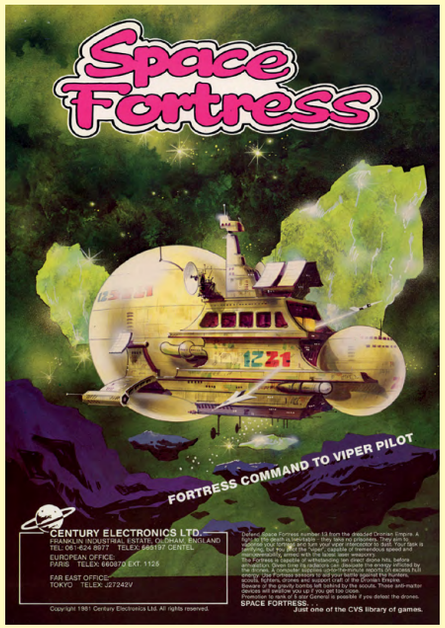

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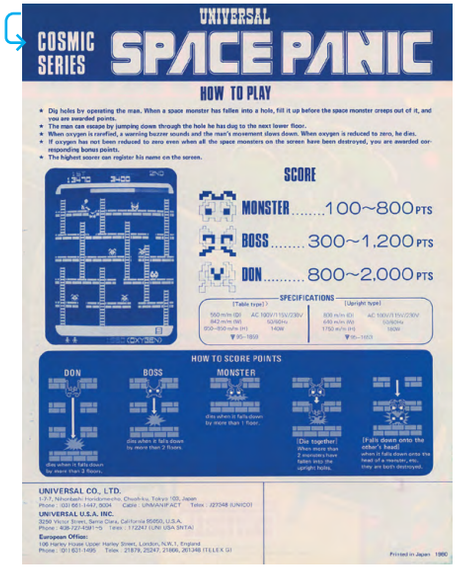

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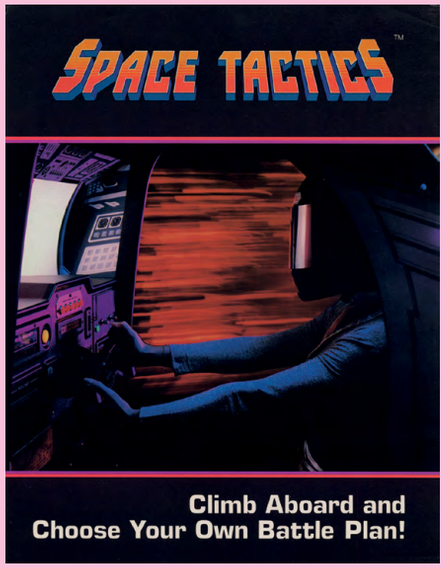

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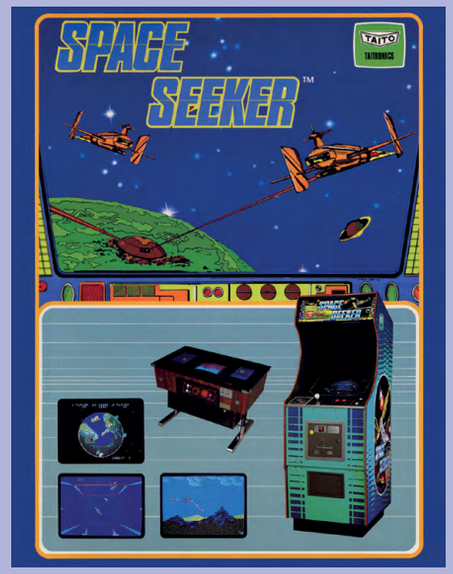

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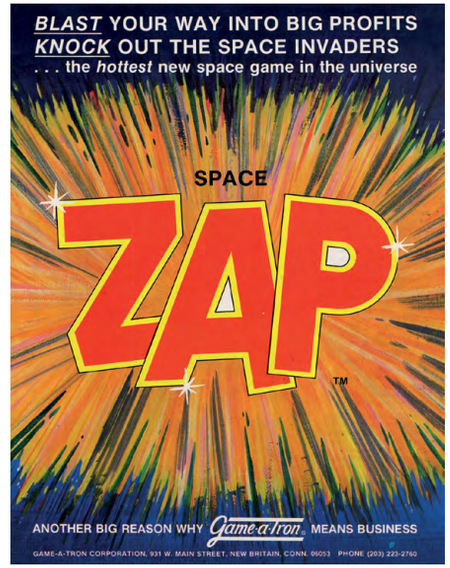

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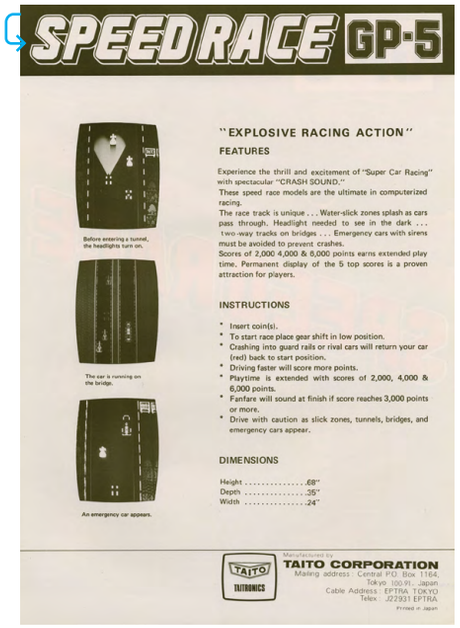

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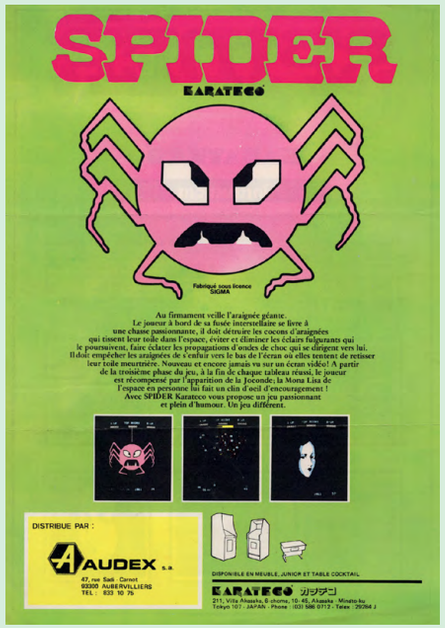

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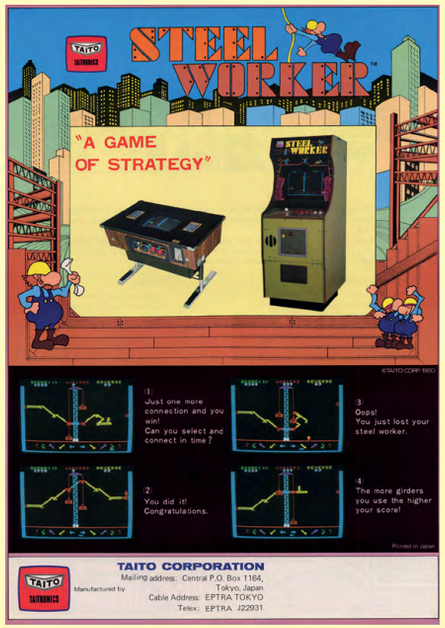

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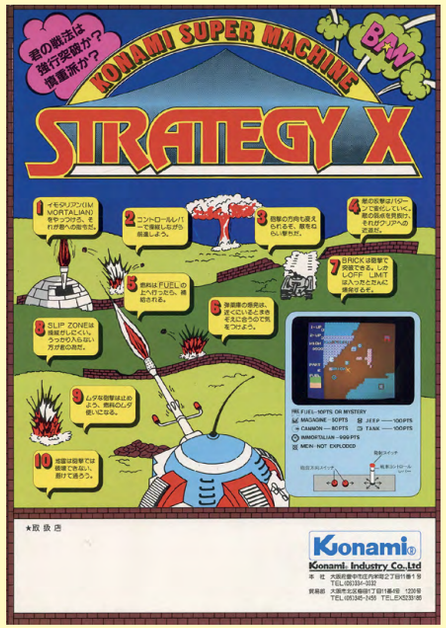

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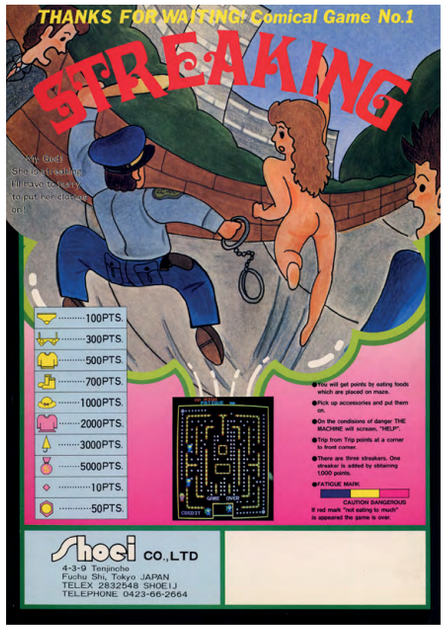

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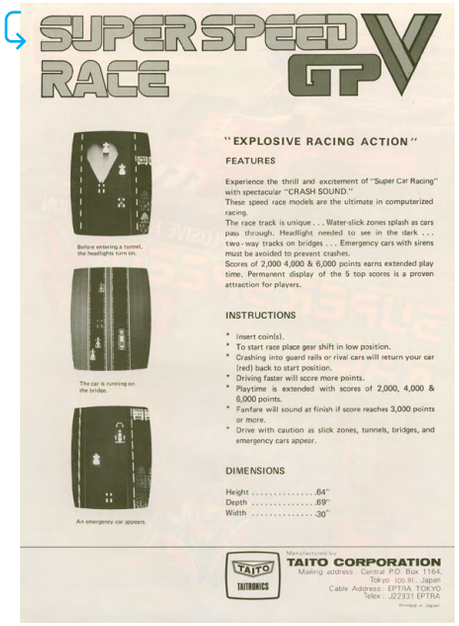
WE'VE LAUNCHED A NEW MONEY MAKER: SUPER MOONCRESTA.™
MoonCresta launched excitement that was out of this world. Now there's Super MoonCresta. A world of new action added to the game for players, a world of new profit built in for you.
Enemy craft now use aggressive tactics beyond colliding with player rocket. Attack craft fire ammo with direct combat. The player is given ultra fast firepower. The game is rapid-fire excitement for daring challenge and breathless adventure. It takes real skill now to complete three rounds and re-activate the game from the top. The bottom line is more games played in any given hour or day, more profit for you.
The enemy is dropping bombs to make players drop more coins. It's the clever way to do it. It's the clever way from Sega-Gremlin. We're fortifying operators with better money-making weapons than ever. Call your local Sega-Gremlin distributor and join the attack.
SUPER MOON CRESTA
SEGA/Gremlin

SUPER MOONCRESTA. SUPER NEW ACTION, SUPER NEW PROFITS.
Stage I. Single firing laser with high mobility.
To reach first docking sequence Rocket I must destroy segments of Zupus and Helicon craft heavily armed with bombs. Rocket I's firepower is greater now with Super MoonCrestas, and players will move through first round faster than before. When Stage I craft appears, docking must be completed within 20 seconds. Docking is accomplished with port-starboard controls for direction and retro-rocket firing to slow descent. Fast docking means high bonus points. Failure to dock means loss of all bonus points. A crash during this phase destroys the docking rocket.
Stage II. Dual Level Lasers.
Rockets I and II have now joined forces for triple firing power to combat bomb-laden Mercator craft. When the last of the Mercator vessels are destroyed, a STAGE II craft appears with a close-line of meteor showers and blast of bombs. If player is lucky enough to pass through meteors and duck bombs, second docking sequence appears. Rockets I and II dock with Rocket III for MULTI-FIRE power!
Stage III. Triple Level Lasers.
Three stage rocket now beams five high-speed lasers at oncoming Titon missiles. This is an extremely difficult round, though it appears easy to players who get this far. Only the most practiced players will complete this round to re-activate the game. Players can count on faster action and more challenge all the way. Operators can count on shorter games and more profit.
SPECIFICATIONS (display)
25½ w × 30" H × 28" D
64.77 cm W × 76.19 cm H × 71.12 cm D
210 lbs / 102 kg
The Sega-Gremlin Crossbow game is manufactured by Taito Industries, under license from Taito, Ruisen Co., Ltd., Osaka, Japan.
Sega/Gremlin, 8401 Aero Drive, San Diego, CA 92123, (714) 277-6700 • TLX 910-335-1621
*Gremlin Industries, Inc. 1981
SUPER MOON CRESTA
SEGA/Gremlin

#285

TAITO
TAITRONICS
"EXPLOSIVE RACING ACTION"
SUPER SPEED RACE GPV™
RESULTS
1st
2nd
3rd
4th
5th
SCORE
TIME


SUPER SPEED RACE GPV
"EXPLOSIVE RACING ACTION"
FEATURES
Experience the thrill and excitement of "Super Car Racing" with spectacular "CRASH SOUND."
These speed race models are the ultimate in computerized racing.
The race track is unique . . . Water-slick zones splash as cars pass through. Headlight needed to see in the dark . . . two-way tracks on bridges . . . Emergency cars with sirens must be avoided to prevent crashes.
Scores of 2,000 4,000 & 6,000 points earns extended play time. Permanent display of the 5 top scores is a proven attraction for players.
Before entering a tunnel, the headlights turn on.
The car is running on the bridge.
An emergency car appears.
INSTRUCTIONS
* Insert coin(s).
* To start race place gear shift in low position.
* Crashing into guard rails or rival cars will return your car (red) back to start position.
* Driving faster will score more points.
* Playtime is extended with scores of 2,000, 4,000 & 6,000 points.
* Fanfare will sound at finish if score reaches 3,000 points or more.
* Drive with caution as slick zones, tunnels, bridges, and emergency cars appear.
DIMENSIONS
Height . . . . . 64"
Depth . . . . . 69"
Width . . . . . 30"
TAITO
TAITRONICS
Manufactured by
TAITO CORPORATION
Mailing address: Central P.O. Box 1194, Tokyo 100-91, Japan
Cable Address: EPTIRA TOKYO
Telex: J22331 EPTIRA
Printed in Japan

#286

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マージャン
1人の場合
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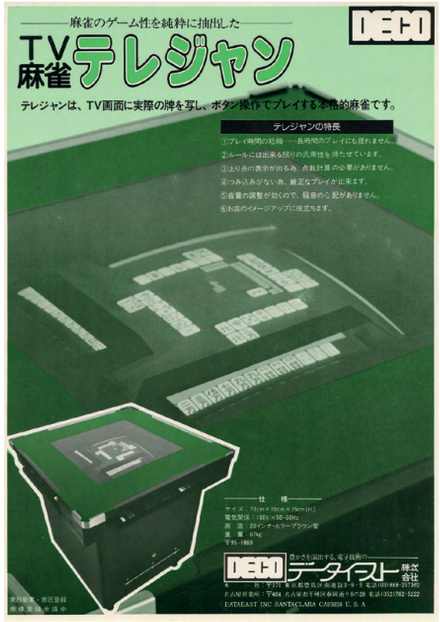

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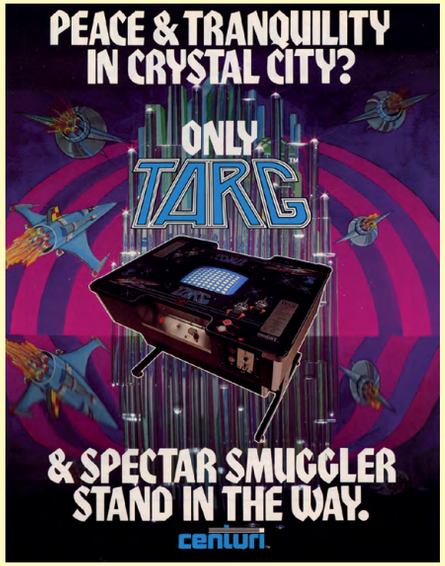

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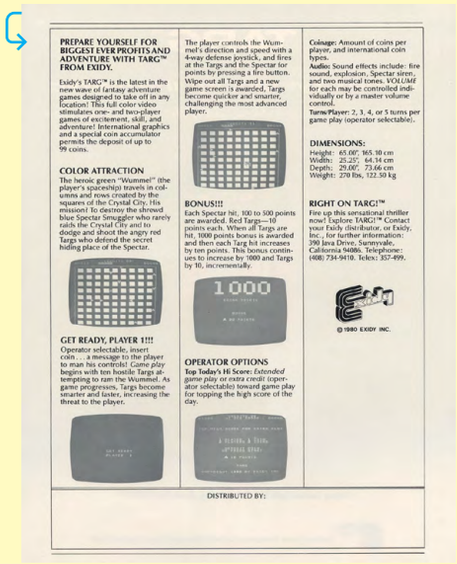
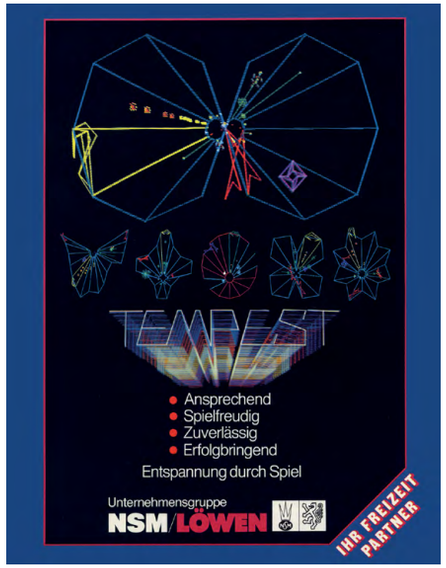




#298

New operator information display. A special sequence in the self-test mode displays total number and average game times for one and two player games, along with other data.

Continuous Fire Button. Constant pressure on the fire button allows the player to shoot continuous bursts of fire.

Special demonstration mode. During Free Play, switches can be set to "Sales Mode": if switch #1 is "on," and switch #2 is "off," continuous pressure on both the Fire button and 1 Player Start button allows the demonstrator to accelerate through each of the 99 playfields by blasting down the playfields without having to kill the enemies. This unique feature allows distributors and operators to demonstrate all of the play levels.

Adjustable bonus lives and game difficulty. Pre-selected bonus level and player ranking between 1 and 99 is displayed in the attract mode. An extra "life" can be awarded between 0 and 70,000 points in increments of 10,000.

Game difficulty can be preset to "easy," "medium," or "hard".

Coinage: 256 coinage options, including 1 coin = 1 play, 2 coins = 1 play, and 2 plays = 1 coin.

Languages: Optional English, French, German or Spanish language video message presentations.

Separate coin door and locking cashbox. Direct access to the cashbox is provided on the cocktail and Cabaret cabinets without the need to enter through the coin door.

Two Game Minimum. Available option.

Enter a new dimension of profit. Tempest is getting set to take the industry by storm. So get set for the action now. Contact your nearby Atari distributor or ask us for a referral at Atari, Inc., 1215 Bonregas Avenue, Sunnyvale, CA 94086. Telephone: 408-745-2500. Or at Atari Ireland, Ltd., Fedamore House, Fedamore, County Limerick, Republic of Ireland. Telephone: 353-61-44864.

Dimensions:
Upright: Height: 69 in., 175.26 cm.; Width: 25.25 in., 64.14 cm.; Depth: 32.75 in., 81.28 cm.; Weight: 340 lbs., 154.9 kg. Monitor: 19" QuadraScan Color.

Cocktail: Height: adjustable from 27 in., 68.58 cm. to 41 in., 104.14 cm. (telescoping legs); Width: 28.25 in., 71.74 cm.; Depth: 33.5 in., 85.1 cm.; Weight: 225 lbs., 102 kg. Monitor: 19" QuadraScan Color.

Cabaret: Height: 60 in., 152.4 cm.; Width: 20.44 in., 51.91 cm.; Depth: 30.75 in., 78.1 cm.; Weight: 220 lbs., 99.79 kg. Monitor: 19" QuadraScan Color.

Distributed by:

© 1981 Atari, Inc.

- Progressive fast-paced battle action
- New 15" QuadraScan™ Color video display system in upright, height adjustable cocktail and Cabaret™ models
- 99 skill level possibilities including 7 different targets, 16 different playfield designs
- New Skill-Step™ feature allows player to start a new game at the same level as previously achieved
- Average game time and totals for 1 and 2 player games are displayed in self-test sequence
- Operator-selectable for "easy" "medium" or "hard" game play
- High Score Table displays top 8 scores, stores 3 in memory
- Operator-selectable bonus "lives" awarded at 0-70,000 points selectable in 10,000 point increments
- Spectacular new volume-adjustable sound effects
- Separate locking cashbox and coin door on cocktail and Cabaret cabinets

Atari is defining the future. Tempest is a new dimension beyond the boundaries of imagination. An exciting visual and futuristic play experience that goes beyond any video game concept ever developed.

Tempest offers new high-velocity battle action and never-ending challenge.

Players use a Blaster to destroy enemy targets as they flash up the playfield corridors toward the player. The Blaster is limited to the rim of the playfield, so the player must rotate his weapon, and dodge back and forth around the edge to score and avoid being hit by an enemy.

Each time a player destroys all targets on one playfield a different, more difficult playfield design materializes along with more hostile targets.

Unique QuadraScan Color video graphics provide spectacular animation and attraction. Unique programming provides exciting new play action features.

New ATARI Skill-Step.™

Skill-Step is a unique Atari-developed play action feature. Players can now select one of 26 skill level possibilities, and once achieved, can start a new game at the same level without the need to start all over again at the beginning levels.

Skillful players continue to be challenged while less experienced players try to master higher and higher levels.

Skill-Step offers unlimited reward to players of all skills, extends location versatility and offers operators endless profit opportunities.

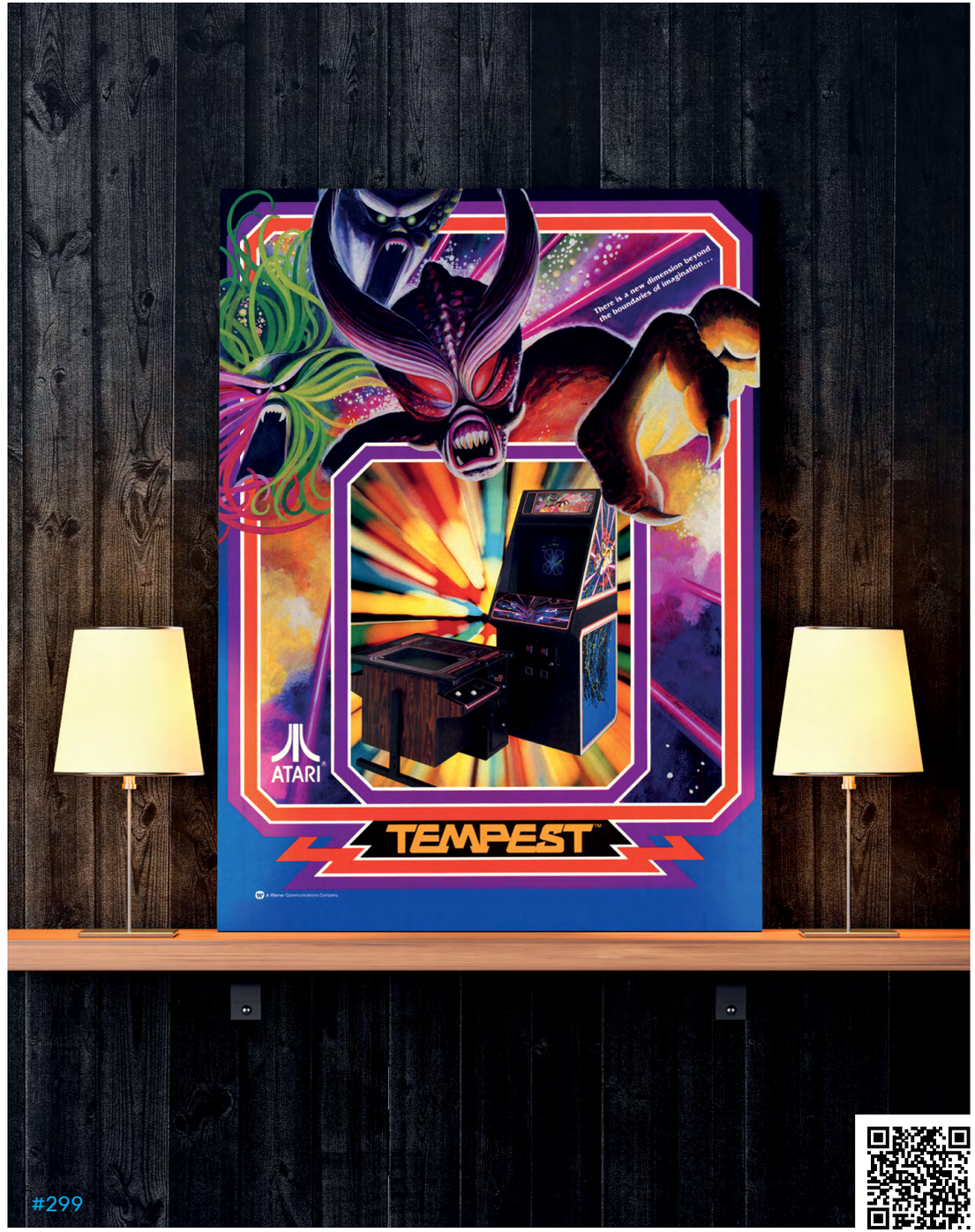
Skill Level Selection. Player starts game by selecting difficulty level 1, 3, 5, 7 or 9, along with playfield configuration and bonus for completing that level.

Higher Skill Levels Available. Rotating the selector control past level 9 displays higher skill level choices. *Example:* If level 31 has been achieved, the player can begin new game at that level.

Progressive challenge. Each time the player destroys all the moving targets, he advances to a new, more difficult skill level.

Super Zapper Control. This unique control can be used only twice per level. The first time eliminates all monsters in the corridors, the second eliminates one monster.

High Score Table with non-volatile memory. The eight best scores are displayed in the attract mode, top three scores are retained when power is off.



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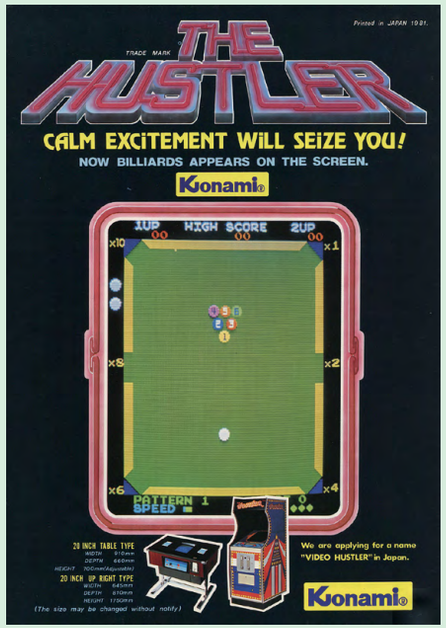

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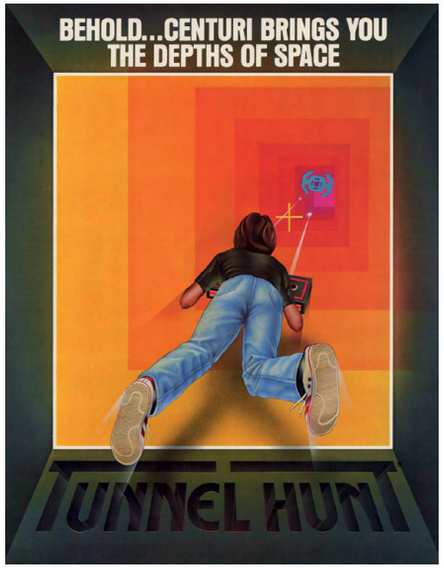
BEHOLD...CENTURI BRINGS YOU
THE DEPTHS OF SPACE
TUNNEL HUNT

You Play Most Video Games...
With Tunnel Hunt*
You Become A Part Of It.
Are You Ready To Discover A Completely New Video Experience? Then Step Inside.
That's right, step inside. Our unique "wrap-around" cabinet makes it possible. Combined with realistic sound effects and outstanding graphics, Tunnel Hunt® becomes more than just another video game.
Hold On
Grab the four-way joystick and get ready for the flight of your life. Acceleration is automatic, but keep your course. Hit the walls of the space tunnel and you'll lose speed.
Set Your Sights
In the distance the enemy craft close in...the smaller the target the higher the point value. Miss the attackers and risk your own elimination.
Blinding Speed
We challenge you to find a game that offers the speed and excitement of Tunnel Hunt®.
Dimensions:
Height: 73 inches/185.4 centimeters
Width: 25.5 inches/64.7 centimeters
Depth: 40 inches/101.6 centimeters
Weight: 320 lbs./400 lbs. in crate
TUNNEL HUNT®
Tunnel Hunt® is manufactured under license from Atari®.
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#313

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セガ・ターボ
かつてなかった立体的走行。市街地を，草原を，鉄橋を，海岸を，
そしてトンネルを駆け抜ける————
壮大なスケールで描いた驚異のF-1レース！

#315

#316

TURPIN – das Videospiel für Tierfreunde

Bei TURPIN geht es um das Geheimnis von acht Höhlen, die in einem Labyrinth auf dem Spielfeld verteilt sind. In sechs dieser Höhlen hält sich je eine Baby-Schildkröte verborgen, in den beiden anderen sitzt je eine bissige Altschildkröte.

Aufgabe des Spielers ist es, der Mutterschildkröte zu helfen, ihre sechs Kinder zu finden und diese, obwohl sie unterwegs im Irrgarten von anderen beißwütigen Schildkröten verfolgt wird, «huckepack» zu nehmen und sicher ins Schildkrötenhaus zu tragen. Das ist auch deshalb so spannend, weil der Spieler zuvor nie weiß, in welcher der Höhlen sich Baby-Schildkröten versteckt halten und in welchen bissige Altschildkröten sitzen.

Deshalb muß der Spieler die Mutterschildkröte taktisch geschickt, aber doch vorsichtig an die ausgewählte Höhle heranführen, denn die Schildkröte muß, wenn die Höhle von einer Altschildkröte besetzt ist, schnell reagieren und sich sofort zurückziehen, um nicht erwischt und gebissen zu werden.

Findet die Schildkrötenmama in einem der Verstecke aber eines ihrer sechs Kinder, nimmt sie dieses «huckepack» und versucht, mit ihrer Babyfracht möglichst schnell das Schildkrötenhaus zu erreichen.

Dabei wird sie von weiteren rotbraunen Altschildkröten gestört, die sich, computergesteuert, willkürlich im Spielfeld bewegen. Nach einer gewissen Zeit verfärben sich einige dieser Altschildkröten blau, werden in diesem Zustand besonders aggressiv und verfolgen die Spielerschildkröte auf direktem Weg.

Zur Abwehr kann die Schildkrötenmutter ihren Verfolgern Steine in den Weg legen und diese damit für eine Weile aufhalten. Bei Spielbeginn stehen der Mutterschildkröte drei Steine zur Verfügung, um damit ihr auf den Fersen folgende Altschildkröten abschütteln zu können. Jeweils drei weitere Steine können hinzugewonnen und mitgenommen werden, wenn die Schildkrötenmutter die rote Steinpyramide in der Mitte des Spielfeldes passiert.

Gelingt es, alle sechs Jungschildkröten ins rettende Haus zu bringen, kann eine weitere Runde weitergespielt werden.

Als Bonus bei 5000 Punkten gibt es eine weitere Spielerschildkröte.

Jungschildkröte «huckepack» genommen	100 Punkte
Jungschildkröte ins Haus gebracht	150 Punkte
Bissiger Altschildkröte entkommen	80 Punkte
Bissige Altschildkröte aufgehalten	50 Punkte

Das Spiel ist zu Ende, wenn keine Spielerschildkröte von den maximal sieben mehr zur Verfügung steht.

Spannung
220 Volt/50 Hz

Leistungsaufnahme
100 Watt

Münzanlage
Doppelmünzanlage mit NSM-Münzprüfer 1.– und 5.– DM

PC-Board
Spiel- und Steuerfunktion auf einer Huckepack-Leiterplatte mit neuester Micro-Processor-Technik

Steuerpult
Ein 4-Weg-Steuerhebel ermöglicht exakte Steuerung der Spielerschildkröte

Monitor SEL
20" Farbmonitor «High-Score-Anzeige»

Einsatzmöglichkeiten
Spielerwarzahl pro Münze
Anzahl der Spielerschildkröten: max. 7

Gerätetype
Stand / Tisch

Gehäuse-Design
NSM-Kompaktgehäuse mit separatem Kassenraum, von außen zugänglich.

Höhe		142 cm
Breite		56 cm
Tiefe		71 cm
Gewicht	brutto	150 kg
	netto	95 kg

Unternehmensgruppe
NSM/LÖWEN
IHR FREIZEIT PARTNER

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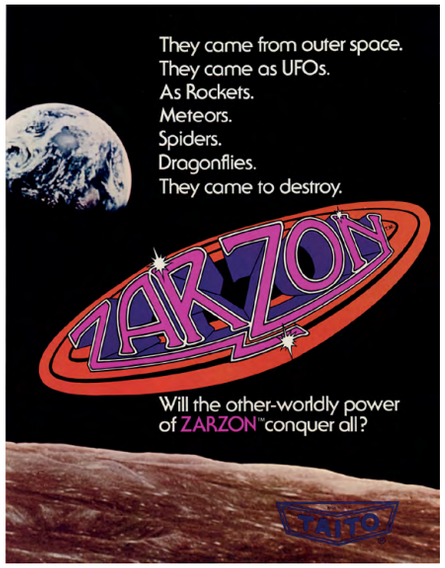

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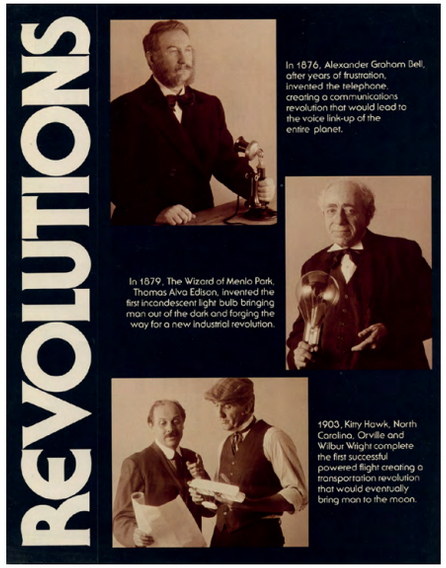

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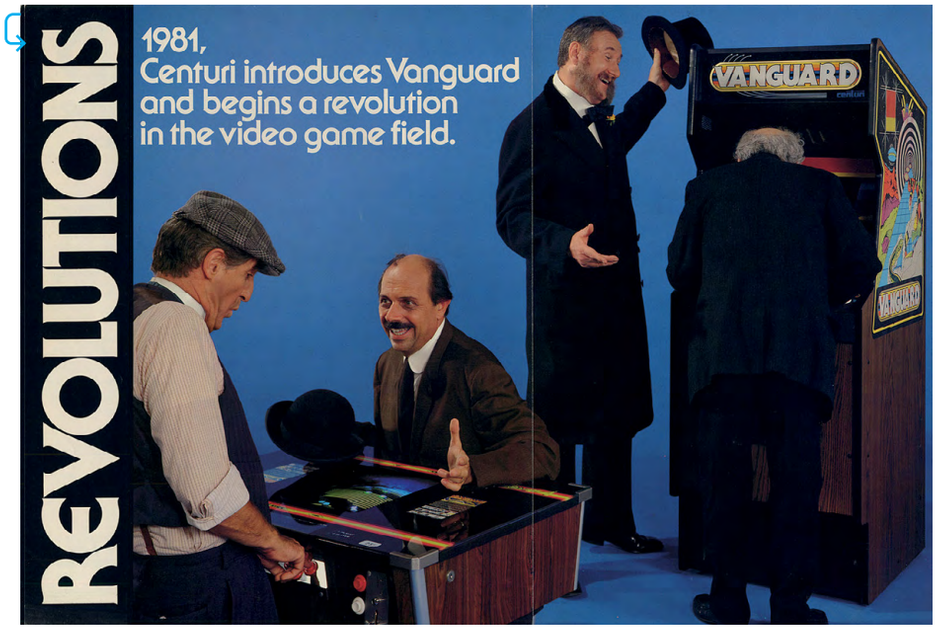

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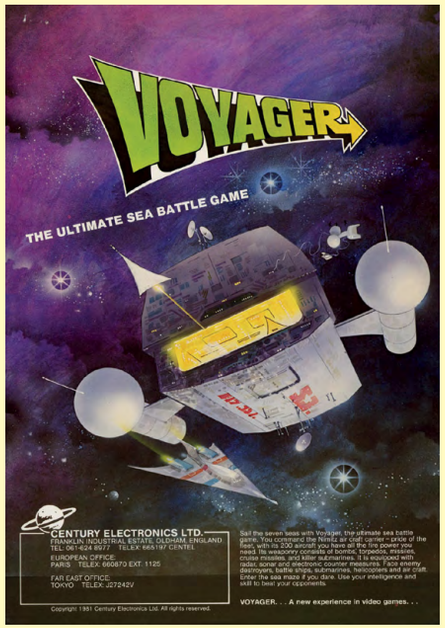

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#331

Warlords. Win the profit war.
Warlords is a new video game concept that lets you win every battle.
The object is to shield home castles from "fireball" hits, and to catch and launch "fireballs" against the enemy's castle wall, break through and destroy the dreaded Black Knight.

New 1, 2, 3 or 4 player simultaneous play.
Warlords is a new concept in competitive skill and challenge. *One, two, three or four players can compete against each other or play as teams on the cocktail game, one or two on the upright – at the same time!*
The battle begins with a castle in each corner of the playfield. An animated dragon appears and releases fireballs. One player must defeat three Black Knights, two players, two Black Knights as well as fight each other, etc.

Exciting "Power Stone" control.
By controlling the Power Stone, a player can catch a fireball on his shield for defense, hold it momentarily, then redirect it at the opposing castles. The game ends when home castles are destroyed.

Extended Play
Bonus Battles. A bonus battle is awarded when all Black Knight castles are destroyed. Bonus battles are not awarded in 3 or 4 player games.
Bonus Point Levels. For additional high point competition, Bonus Level points are awarded to a surviving home castle in the 1 or 2 player game.
The last surviving home castle or game winner receives a bonus battle, achieves bonus level 1 and receives 1 times 5000 points. If a second game is won, the player progresses to level 2, receives another bonus battle plus 2 times 5000 points. Progression continues to level 8. Game difficulty also increases as higher levels are reached.

New Skill-Sense™ feature.
Warlords "senses" degree of player skill and automatically adjusts to provide equal game time opportunity for any degree of player ability.
For a skilled player, Warlords provides immediate challenge. The player has 8 seconds to hit a castle wall before the second fireball is released.
For the novice, Warlords "waits" for players to learn the game. The player has 30 seconds to catch a fireball before the second fireball is released.

Score Displays.
Individual scores are displayed inside home castle walls.
Highest team score is shown on a "Team High Score" table which shows total of two players score while indicating their individual scores inside the home castles during the game. This table allows both players to enter their initials under their high score.
A high score table is also provided for a single player score and initials.

Operator Options
Languages. English, French, German or Spanish video messages can be displayed.
Coinage. 256 coin options, including: 1 player = 1 coin, 2 or more player game = 2 coins.

Scoring.
Destroying a Brick of opponent's wall = 125 points
Destroying the Warlord = 1000 points
Destroying the Black Knight = 2500 points
Bonus Level X 5000 points
i.e., Level 1 X 5000 points = 5000 points
Level 2 X 5000 points = 10,000 points
Level 3 X 5000 points = 15,000 points
(up to Level 8)

Specifications
Upright. Height: 71 in., 180.34 cm.; Width: 26.75 in., 67.96 cm.; Depth: 25.25 in., 64.14 cm.; Weight: 339 lbs., 144.7 kg. Monitor: 23" B/W raster.
Cocktail. Height: 4 adjustable settings (telescopic legs) from 26 in., 66 cm. to 40 in., 101.6 cm.; Width: 52.50 in., 82.55 cm.; Depth: 25.12 in., 63.8 cm.; Weight: 169 lbs., 76.66 kg. Monitor: 14" Color raster.

Get all the details about this exciting medieval battle action game from your ATARI Warlord. Or contact us for referral at Atari, Inc., 1265 Borregas Ave., Sunnyvale, CA 94086. 408-745-2500.

Video Playfield, Upright Cabinet. **Distributed by** Video Playfield, Cocktail Cabinet.

#332

WARP 1

"PSYCHEDELIC BOMB-A-WAY!!"

FEATURES

Psychedelic bomb-a-way!!
Exciting psychedelic color visuals.....eerie, bone chilling sound.....thunderous explosions highlight this new TAITO game.
This is not just another invaders game. True your mother ship is being attacked by invading aliens. True the aliens are bent on your total annihilation. But in this game the aliens are flying in random patterns across the screen. The UFOs are totally unpredictable. They fly, they gyrate, they spin, jump and change shape continuously. It takes the highest skill and mastery to lock on with your bomb-sight and destroy them. The spectacular sound and color effects make it a very exciting moment when you succeed.
You must make every effort not only to destroy the UFOs but to destroy the bombs as well. If you don't destroy these bombs (before they land) they will destroy the mother ship.
You must make every shot count because your fuel supply is limited.
Game includes video fuel gauge and space radar.
One or two can play.
Tip for beating high score – when UFO drops a mine, shoot for the mine and if you destroy it all the alien ships on the screen are destroyed.

PLAY INSTRUCTIONS

Insert coin(s)
Select game for one or two player.
Control the aim (←→) and shoot down UFOs, missiles and mines.
Scoring
UFO ..... 200 points
Missile ..... 100 (high position)
50 (middle position
10 (low position)
One extra play will be awarded when score exceeds 8,000 points.
Game ends when all mother ships (5) are destroyed.

EXTRA INFORMATION

Since you can only see two alien ships on the screen at one time, you must use your space radar to determine how many aliens remain in the attack force.

Manufactured by:
TAITO CORPORATION
Mailing address: Central P.O. Box 1164,
Tokyo, Japan
Cable Address: EPTRA TOKYO
Telex: EPTRAJ22931
Printed in Japan

#333

#334

Destroy enemy monsters in two worlds before they destroy you

BOBO HOPPER OCTO SNAPPER

SPACE WORLD

When Warp Zone is flashing, fighter can move into Maze World.
You control this fighter and attack enemy monsters.

Enemy monster: Attack him before he destroys you. Get 3 monsters of the same color in a row ... then score big by destroying the mystery monster that appears.

MAZE WORLD

Monster is destroyed by exploding time-delay bomb. Delay is set by how long bomb button is held. Destroy as many monsters as you can with one bomb for bonus points.

Fighter armed with time-bombs. You set the delays.
Watch out for lurking monsters.

WARP
WARP

Remaining reserve fighters.
Remaining reserve monsters.
Fighter can move out of Maze World by entering flashing Warp zone.

Flag represents number of "Monster Regiment" up, and level of game progression.

EXTENDED PLAY

Win bonus fighters at levels of 8,000, 30,000, 60,000 points, etc. Game becomes more difficult as each segment of monsters is destroyed, offering a great challenge to players of every skill level, from beginners to the most expert.

SPECIFICATIONS

Electrical AC100V/120/220/240V 50/60 HZ 105 W

UPRIGHT MODEL

	Uncrated	Crated
Weight	248 lbs. (112 kg)	278 lbs (126 kg)
Height	67 in (170 cm)	70 in (178 cm)
Depth	29½ in (76 cm)	33 in (84 cm)
Width	24 in (61 cm)	28 in (71 cm)

WARP WARP

Trademark of Rock-Ola Mfg. Corp.
Game Originated by Namco
©1981 Rock-Ola Mfg. Corp., Chicago, Ill.
Rock City Distributors, Inc.
Rock-Ola Manufacturing Corporation
800 North Kedzie Avenue, Chicago, IL 60651 U.S.A.
tel: (312) 638-7600 Cable: "ROCK"
TWX: 910-221-2715 International Telex: 499-0276
Form No. G-201, Printed in U.S.A.

#335

WWIII アイレム戦闘シリーズ第2弾！

アイレムが、また新しいゲームの世界を開拓しました。

遊び方

■プレイヤーは砲台をコントロールレバーで左右に操作して、敵の飛行編隊を発射ボタンで攻撃して下さい。
■時折投下されるメガトン爆弾が地上に落ちると、附と共に砲台が破壊されるので必ず空中で射ち抜いてください。
■夜のパターンでは、投光車を守りながら攻撃して下さい。投光車が破壊すると英国が暗くなり、敵はテールランプだけになります。
■朝と昼の場面では、一定時間内に敵を全滅しないと9個に分裂するメガトン爆弾が投下されるので注意して下さい。

WWIII 4大テクニック

★今だ、メガトン爆弾撃墜チャンス!!
メガトン爆弾をタイミングよく撃墜すると時間内に敵の飛行編隊をまるごと、一撃に破壊出来ます。

★特殊爆撃機を狙え!!
朝のパターンに出現するメガトン爆弾投下機を撃墜すると、高得点(ミステリーポイント)が加算されます。

★サーチライトを守れ!
夜のパターンに出動するサーチライトを守る為には、砲台をうまくその間で操作して戦って下さい。

★9個に分裂するメガトン爆弾を破壊せよ!!
朝は1時、昼は4時迄にパターンがクリアされなかった場合、9個に分裂するメガトン爆弾が投下されます。これを撃墜すると50点づつ加算されています。

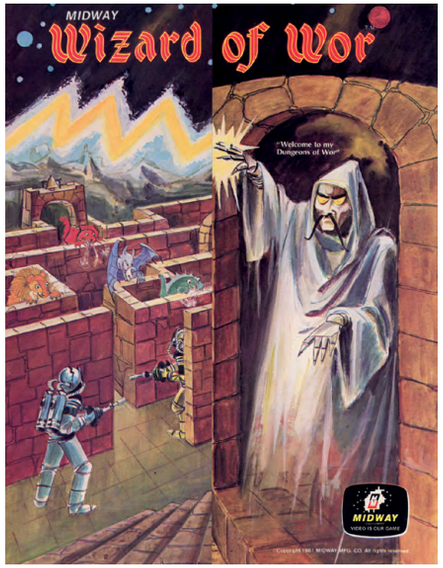
得点システム

朝20、夜40 POINTS　40 POINTS　? POINTS　50 POINTS　20 POINTS　40 POINTS　50 POINTS

●仕様　横幅/330mm　奥行/560mm　高さ/648mm　重量/45kg　容量/100V、105W　¥395—1655

■お問いかせ・お申しこみ
International Rental Electronic Machines
irem アイレム株式会社

■代理店
アイレム株式会社
東京第二営業所
TEL:03-824-2601(代表)
東京都台東区浅草2丁目4番16号
(浅草橋マンション1F)



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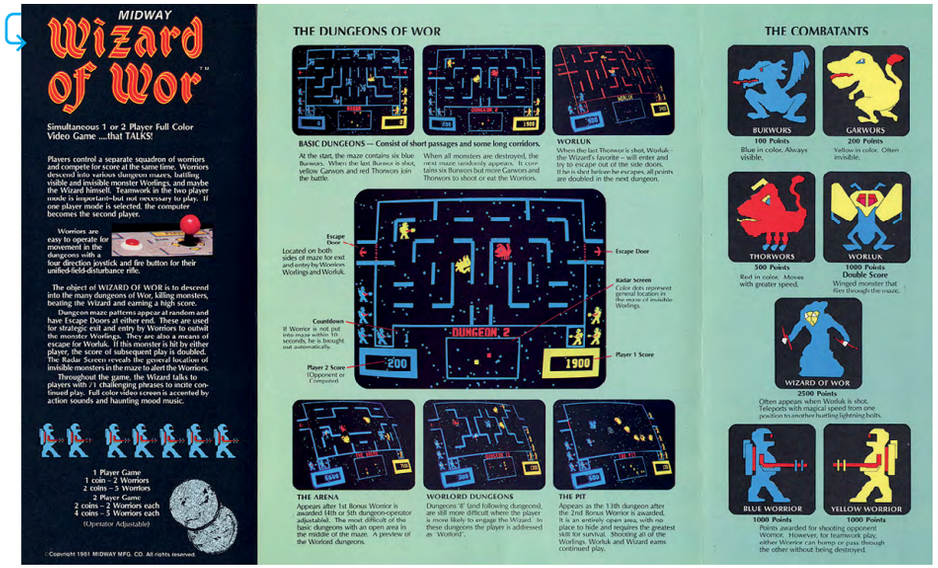

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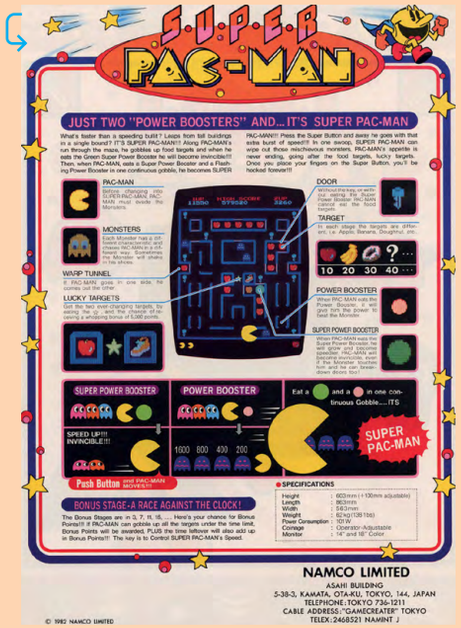

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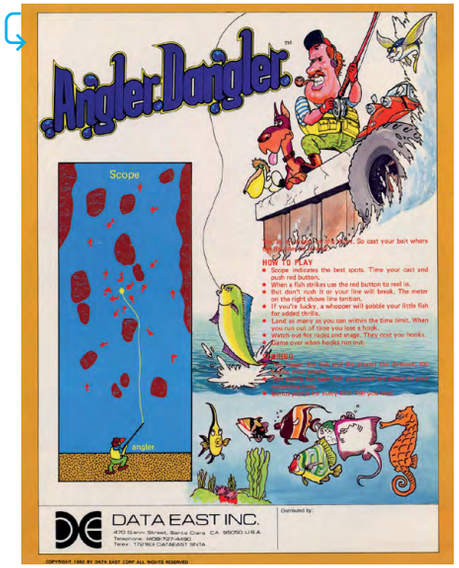

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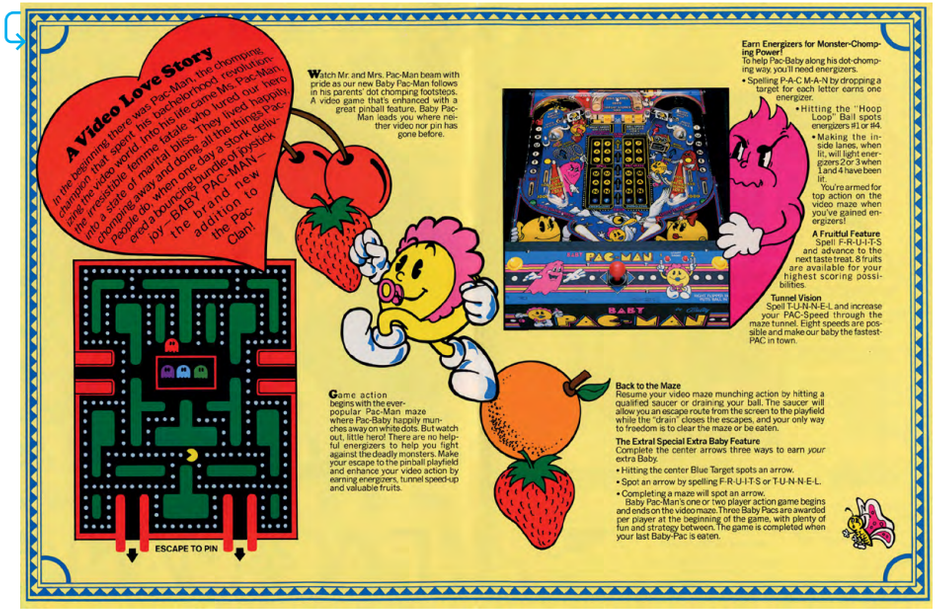

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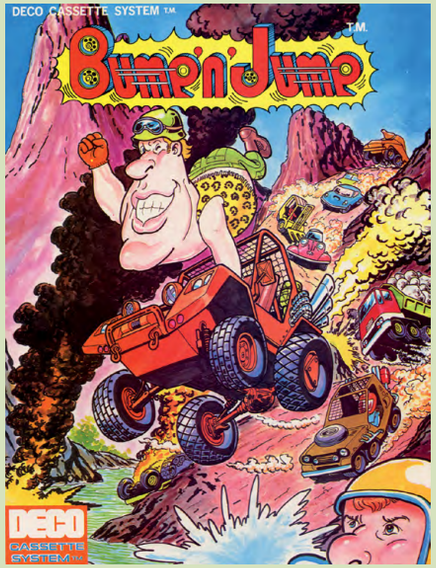

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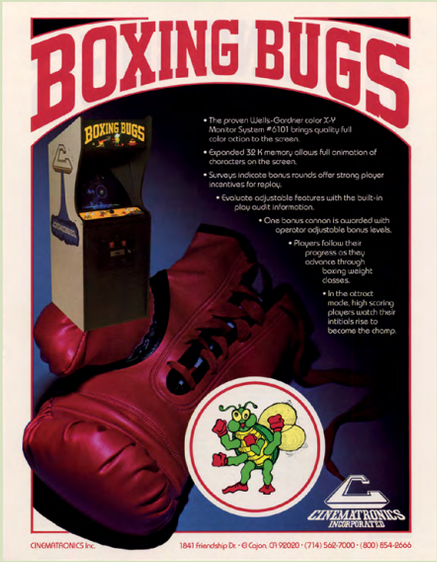

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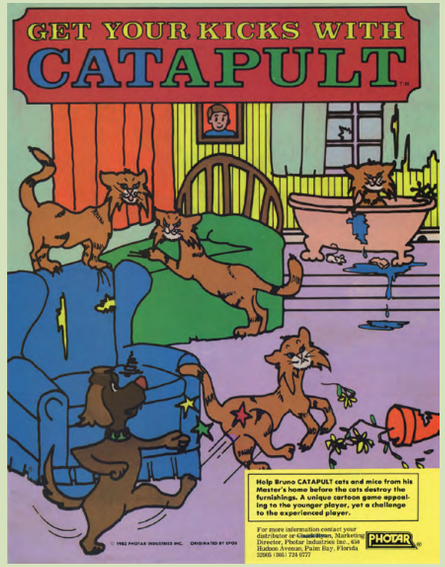

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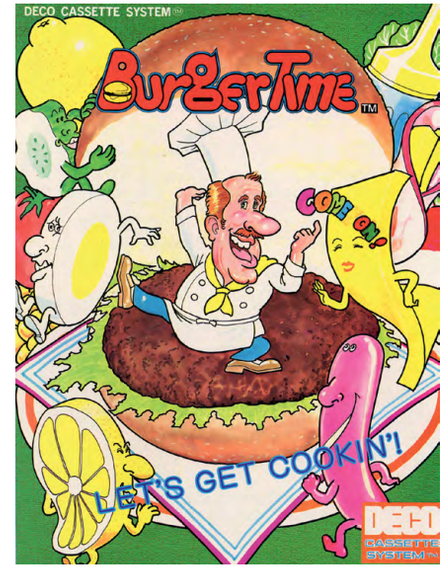

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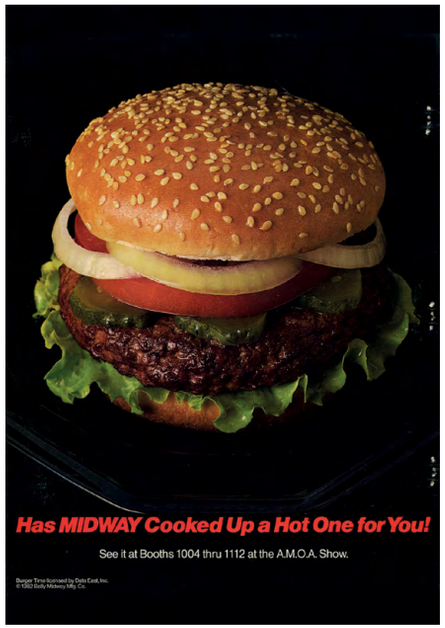

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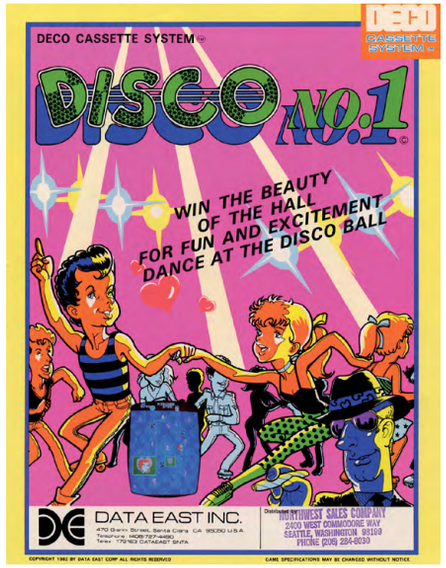

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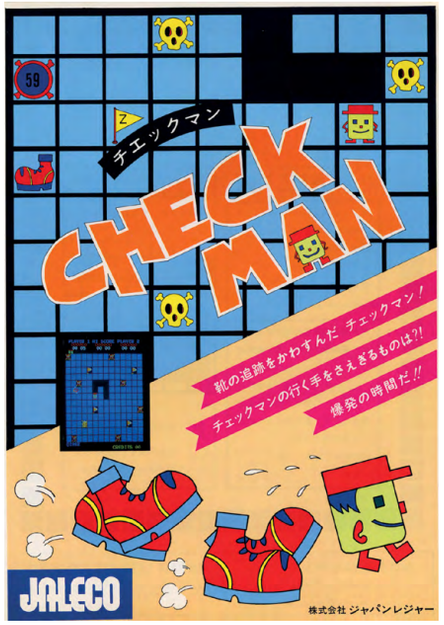

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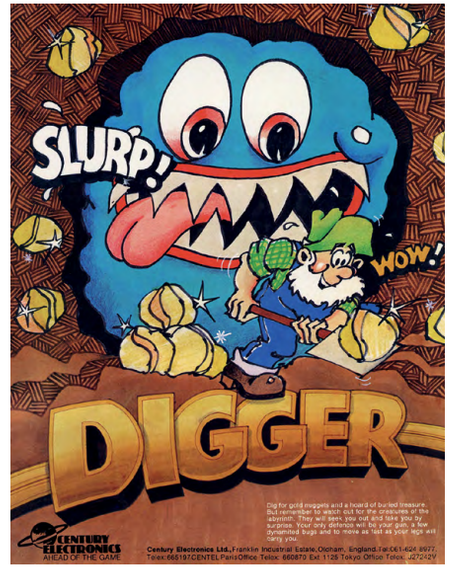

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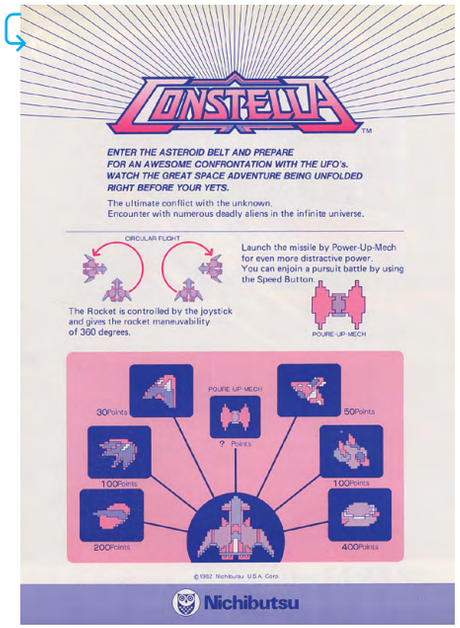

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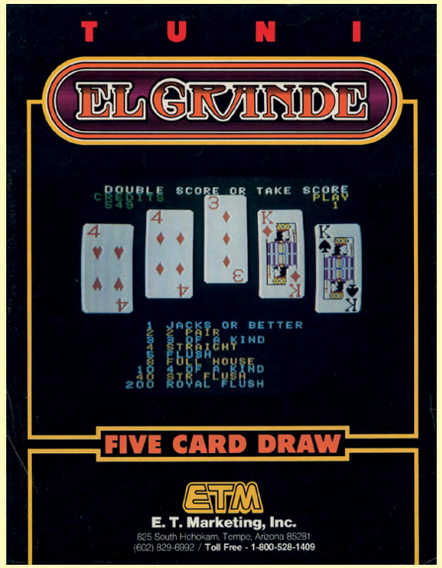

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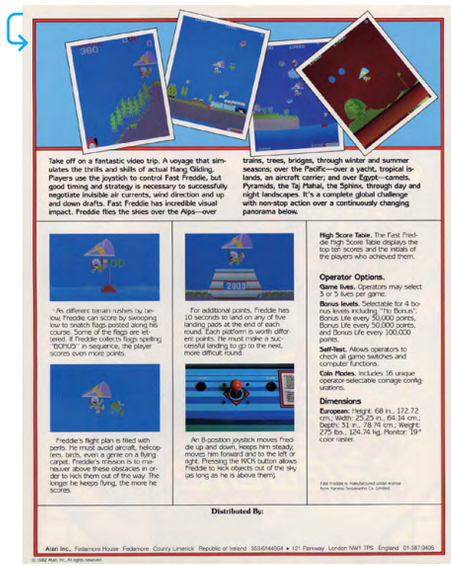

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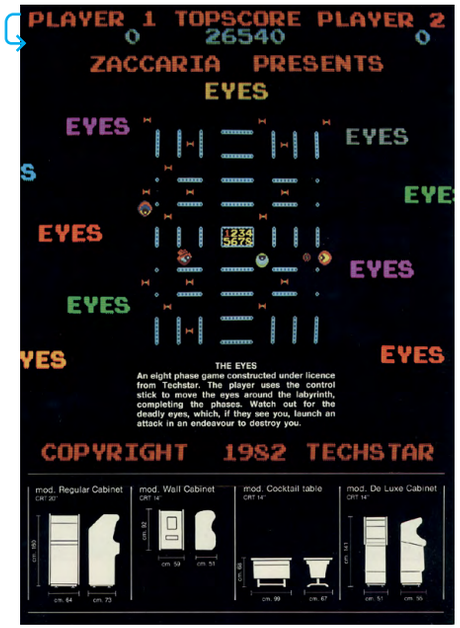

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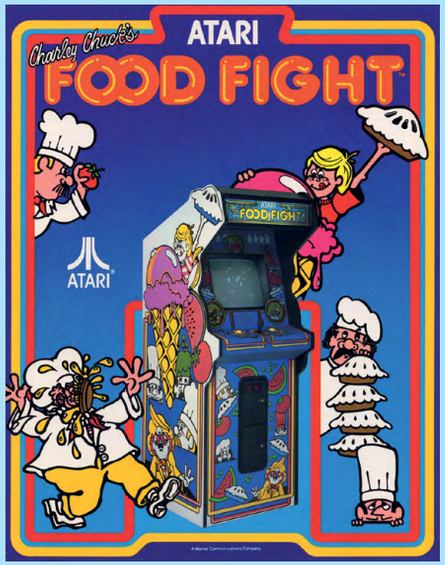

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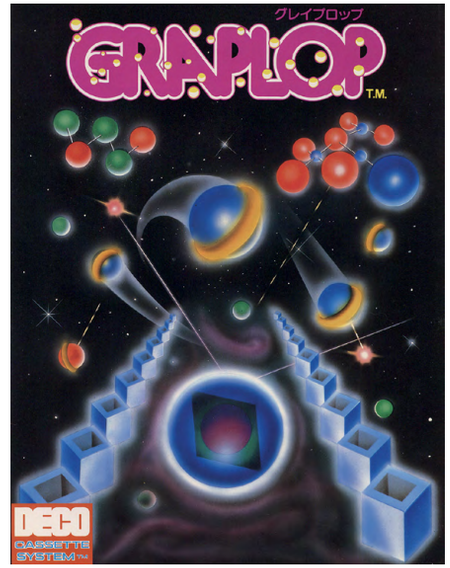

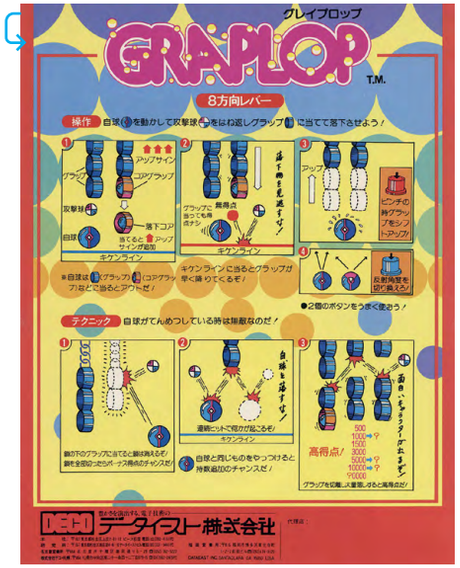

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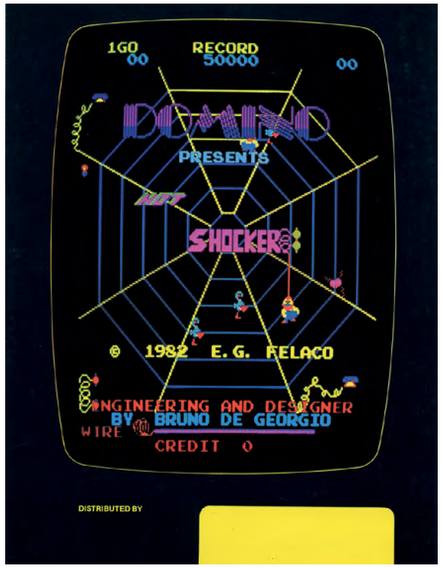

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JOUST
the one game...

JOUST
It's cooperation and competition for dual player thrills and dual player earnings!
Upright model shown.
Cocktail table also available.
For the service back-up that keeps you out-front, call Williams toll-free at 800/621-1253.
In Illinois, call toll-free at 800/572-1324.
Williams
ELECTRONICS, INC.
3401 N. California Ave., Chicago, IL 60618
Cable Address: WILCOIN, CHICAGO
AVAILABLE FOR IMMEDIATE DELIVERY THROUGH YOUR WILLIAMS DISTRIBUTOR
NOTICE: "Joust" is a trademark of Williams Electronics, Inc. Patent pending.

#408

JOUST
...for twice the fun!
a DUAL PLAYER duel!
You may have seen dual player games before, but you've never seen anything like Williams dual player JOUST!
FOR THE 1ST TIME EVER, 2 players can go against each other in direct, head-to-head competition OR team up against a common enemy, the game itself! 1 person can play to the excitement alone, but when 2 play together, the game becomes even more intriguing, increasing the possibility of reaching higher waves and taking on new and different challenges! And dual player means dual earnings for the operator!
Video graphics have never been this crisp, this clear, this colorful, or animation this lifelike! Manning a "flap" button and a joystick, the player flies his bird (player 1 on an ostrich; player 2 on a stork) into a mythological world of fantasy and fun! The player tries to unseat the enemy riders on buzzard-back by colliding with them whenever his lance is higher. But the player must beware! A successful joust turns the enemy into an egg that must be picked up before it hatches into a being with higher-level intelligence! Later in the wave, a deadly pterodactyl emerges, swooping down to keep the player jousting until all of the enemy are defeated! As play progresses, fire consumes the bridge on both sides of the bottom ledge and a lava troll takes shape, reaching up to grab anything that dares to fly over its den!
The 2nd wave and every 5th wave thereafter are Survival Waves. 3000 bonus points (adjustable) are awarded in each if the player does not lose any of his riders during these waves. Every 5th wave is an Egg Wave in which a player can earn extra points by picking up as many of the dozen eggs as possible before they hatch.
In dual player action, both players fly their birds into combat against the enemy... the pterodactyl or one another and into more sophisticated and intriguing waves! Wave 2 and every 5th thereafter become Team Waves with 3000 points (adjustable) awarded to both players for teaming up together against their common enemy and for not unseating the other. Wave 4 and every 5th thereafter become Gladiator Waves. Now the bonus points are used to encourage the players to joust each other and are awarded to the 1st player who is successful!
Williams®

JUNGLE KING

JUNGLE KING
to the rescue
...and to the top of the charts!
Each stage in the rescue attempt requires a different skill, a different defense or plan of attack. Sometimes only a quick, instinctive reaction will work; other times strategy must be matched with delicate timing for success. It's this variety of play, of characters and situations that is keeping players at the controls ... and keeping earnings on an upward swing!
For technical service, call the hot line toll-free (except in Illinois): (800) 323-9666.
TAITO
TAITO AMERICA CORPORATION
(312) 981-1000, Telex 28-2500
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#409

It's a jungle out there! To save the Jungle Princess from the hostile natives, the player is faced with thrilling ordeals that require a whole range of strategies and skills!
First, timing is everything as the player must swing Jungle King from vine to vine, avoiding the monkeys that try to knock him off. Then it's into crocodile-infested waters where a thrust of the knife earns bonus points when it finds its target. The player must beware of the bubbles that float Jungle King helplessly to the surface and he must also watch the air supply or Jungle King will drown when the meter reaches "0"!
Once through the river, it's a dash uphill, jumping over or ducking under boulders rolling toward Jungle King. Finally, coordination is the key as Jungle King must leap safely over the barbarians armed with spears to save the Princess who's at the end of her rope ... OVER A BOILING POT!!

witzig, spritzig: einfach irre!
Aktuell von Electron Games G. Reichert:
JUNGLE KING
– der neue König der Videos!
Spannung und Spaß, das ist das Erfolgsrezept des neuesten Action-Videos von Electron Games G. Reichert: Jungle King schwingt sich von Baum zu Baum, springt in gefährliche Dschungelseen, muß mit Krokodilen kämpfen, im Felshagel um sein Leben laufen und schließlich seine Dschungelprinzessin vor den Kannibalen retten. Doch das alles schafft er nur, wenn der Spieler schnell und richtig reagiert!
Erste Einspiel-Ergebnisse liegen vor: Spitzenklasse! Genauso wie die Superausrüstung und die Qualität der Electron Games G. Reichert Videos!
Folgen Sie Jungle King's Ruf!
Denn bei ihm sind Sie König!
Electron Games G. Reichert
Elz/Limburg
ORION
Lizenz von
TAITO
Erhältlich über den Fachgroßhandel.

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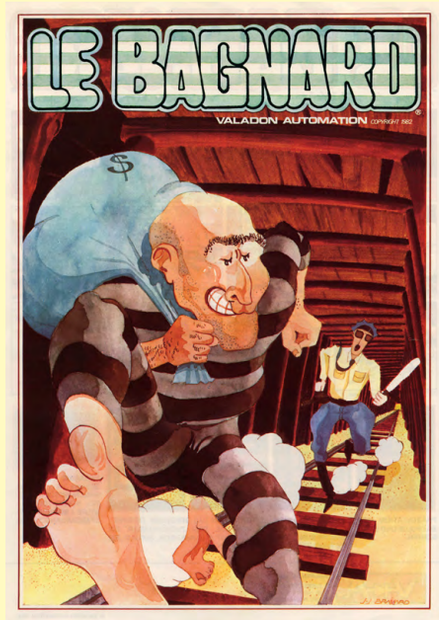

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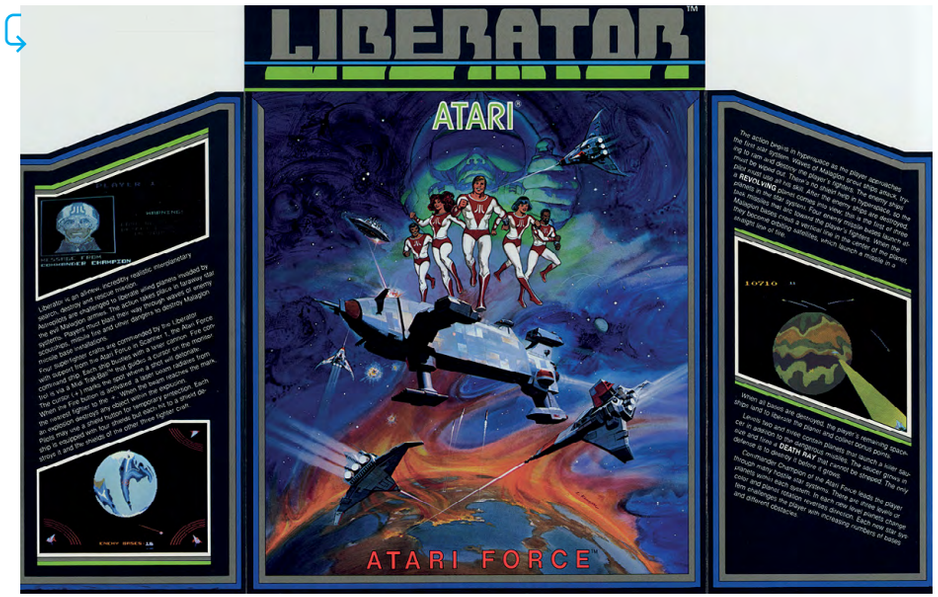

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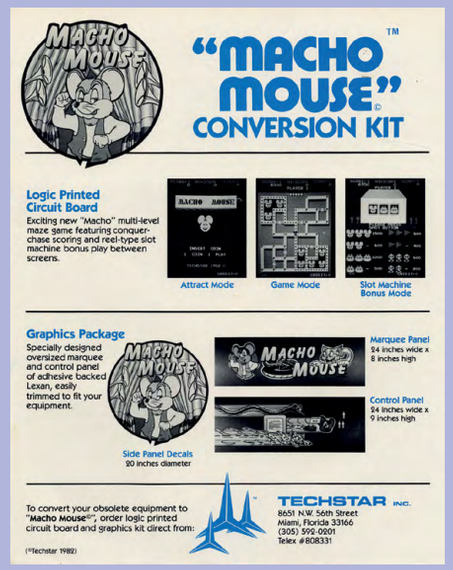

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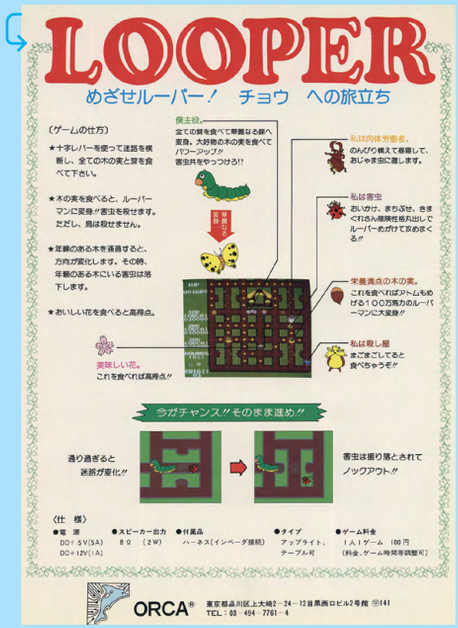

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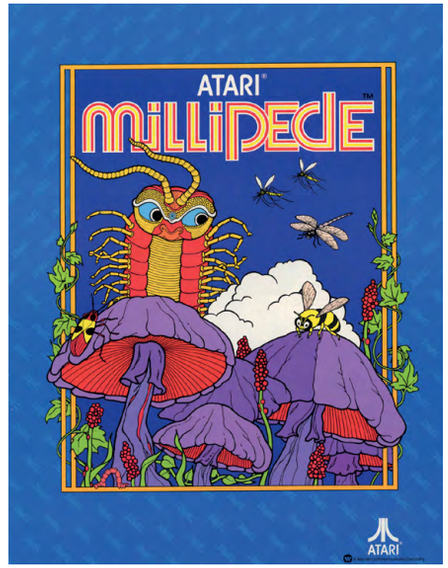

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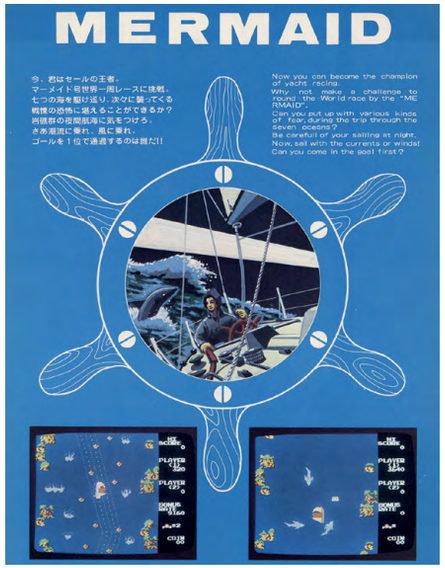

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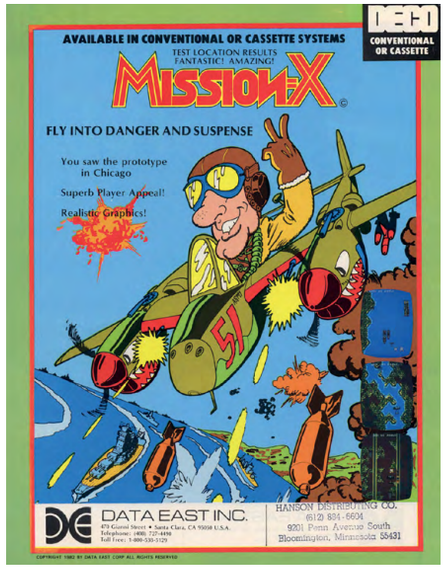

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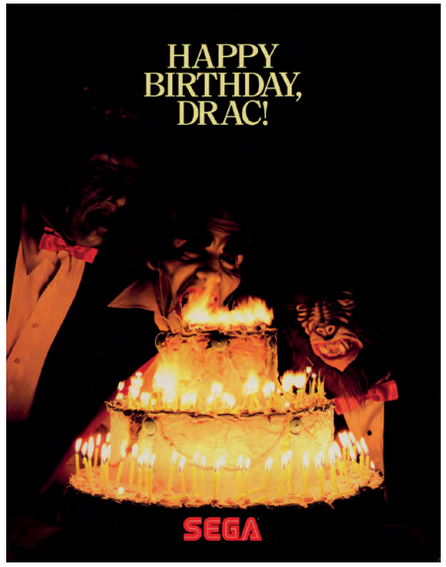
HAPPY
BIRTHDAY,
DRAC!
SEGA

MONSTER BASH
MONSTER BASH is a fascinating cartoon theme game featuring colorful graphics in three exciting scenes of hunt-and-hide adventure. Light-hearted, suspenseful music and audio sounds add to the fun, and heighten player interest and intrigue.
DRACULA'S HOUSE The player hero of the game is LITTLE RED, a wily, red-headed boy who chases Dracula throughout his five-story haunted house. Up and down staircases and through Warp Doors leading to secret passageways, Little Red zaps defending bats while attempting to light candles in certain rooms. When a candle is lit a Magic Sword is energized with mystical powers. Little Red must touch the flashing Magic Sword to gain SuperZap power . . . only a SuperZap will defeat the sly Dracula.
FRANKENSTEIN'S CASTLE Little Red enters the eerie castle of the building Frankenstein. He pursues Frankenstein around his six-story castle while avoiding the fierce Wolfmen. The tricky Wolfmen can be zapped, but be careful, they can duck under the zap and attack Little Red. Fewer candles are now available to be lit. Warp doors to secret passageways can be used only when they flash. Special jump-down zones allow Little Red to jump down several levels at once, eliminating any Wolfmen in the way as he descends, but Frankenstein can only be defeated with a SuperZap.
CHAMELEON MAN'S GRAVEYARD The greatest challenge yet . . . to dispatch the sneaky Chameleon Man and his horde of Spiders. Entering the spooky graveyard, Little Red finds that only one candle is available for lighting which is found in a crypt guarded by giant Spiders. Chameleon Man changes his color to match that of the background and thus becomes invisible. Little Red must pass over one of the Color Change Spots to change the background color making Chameleon Man visible again. Chameleon Man can do away with Little Red with a flick of his long tongue. Chameleon Man can only be done in with a SuperZap.
A unique feature is an optional play-continuation mode. This allows the player to continue play from the same point where he left off by inserting another coin(s) before a timer counts down.
For more information, contact your authorized SEGA distributor or the factory.
DRACULA'S HOUSE
FRANKENSTEIN'S CASTLE
CHAMELEON MAN'S GRAVEYARD
Table: 27-1/4" high, 29-3/8" deep, 34-1/8" wide, 165 lbs.
Upright: 71-7/8" high, 29-3/4" deep, 25-3/8" wide, 300 lbs.
SEGA

#436

MONSTER BASH™
THE VIDEO PARTY GAME
THAT'S FUN FOR EVERY BODY
Happy Birthday, Drac . . . you're a mere 551 years old today. Many eerie returns! And look at that birthday present that Frankie and Wolfie gave you . . . a brand new SEGA MONSTER BASH video game for your Transylvanian cellar.
SEGA's new MONSTER BASH video game is full of spooky fun and frolic for all types of players.
There's Dracula and his Bats, Frankenstein and his Wolfmen, Chameleon Man and his Spiders. Use warp doors, jump zones, stairs and color-change spots to chase these notorious monsters through creepy castles, haunted houses and ghoulish graveyards.
And there are Candles, a flashing Magic Sword and SuperZap. MONSTER BASH challenges players with an intriguing and skillful hunt-and-hide adventure unlike anything else.
Convert-a-Game™
And to put the frosting on the cake, MONSTER BASH is a Convert-a-Game as well! For complete information, contact your authorized SEGA distributor today.
SEGA
MONSTER BASH

RACE OVEL
ATARI

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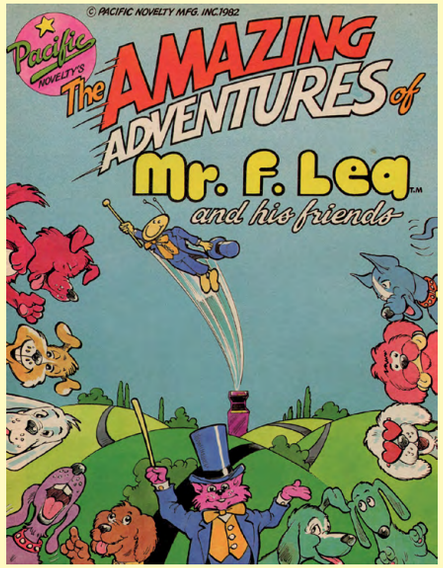
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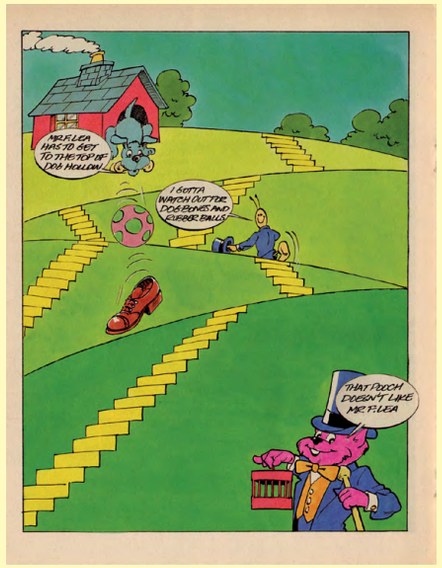
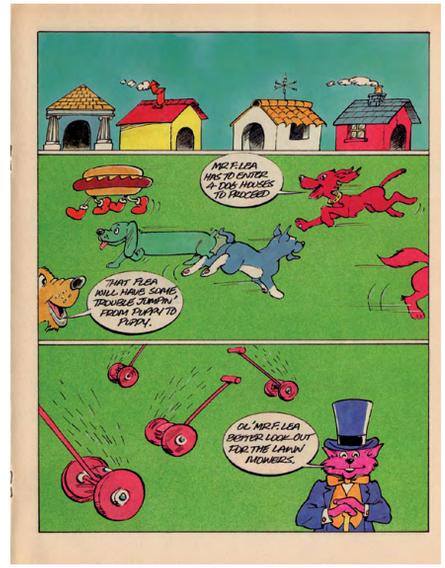
Pacific NOVELTY'S
The AMAZING ADVENTURES of
Mr. F. Lea™
and his friends

#442

STARRING
Mr. F. Lea
and a cast of thousands...
LOOK FOR ME AND MY FRIENDS
WAIT TILL YOU SEE THE WHOLE STORY.

AS OUR STORY OPENS – WE FIND MR. F. LEA AT A CROSSROADS. THE PUPPY HE PICKS DETERMINES WHICH SEQUENCE BEGINS HIS ADVENTURE:
I HOPE HE ENJOYS WHAT A TRAIPDEES.
MY STORY HAS ALL MY FRIENDS WITH ME
WHICH PUPPY DO I PICK?
THERE'S A BIG TREAT AHEAD.
MR. F. LEA WILL LOVE DOG-HOLLOW
HE'LL BE SURPRISED WHEN MR. F. LEA SEES WHAT IS NEXT!


MR. F. LEA HAS TO GET TO THE TOP OF DOG HOLLOW!
I GOTTA WATCH OUT FOR DOG BONES AND GUMMY BALLS
THAT POOCH DOESN'T LIKE MR. F. LEA


MR. F. LEA HAS TO SWITCH A FEW HOUSES TO PROCEED
THAT FLEA WILL HAVE SOME TROUBLE JUMPIN' FROM PUPPY TO PUPPY.
OL' MR. F. LEA BETTER LOOK OUT FOR THE LAWN MOWERS.

WELL KIDS, HERE'S MR. F. LEA AGAIN. HE HAS TO CLIMB TO THE TOP OF THIS BIG FLEBY SPOTTED MOUNTAIN...
CRAZY MUSIC!
THE END'S A BIG SURPRISE.
WOW!
HI-YA MR. F. LEA.

MR. F. LEA IS REMINDED OF THE OLD DAYS WHEN HE WAS IN THE FLEA CIRCUS!! THE ONLY EXIT IS TO SWING FROM TAIL TO TAIL.

PACIFIC NOVELTY MFG. INC.
4094 GLENCOE AVE. MARINA DEL REY, CAL 90291. (213) 822-0599
TELEX № 182-005
30"
24½"
69
WT. 250 lbs.
AVAILABLE FROM:

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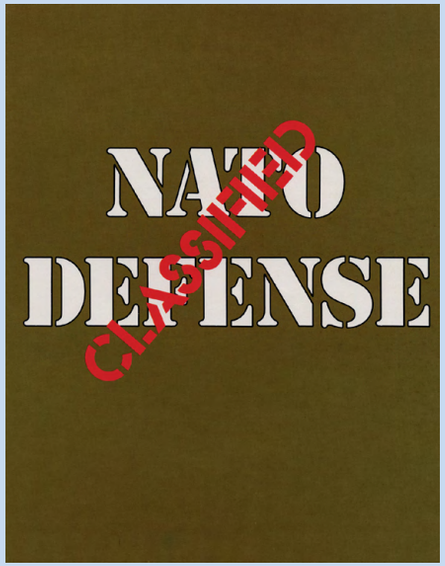

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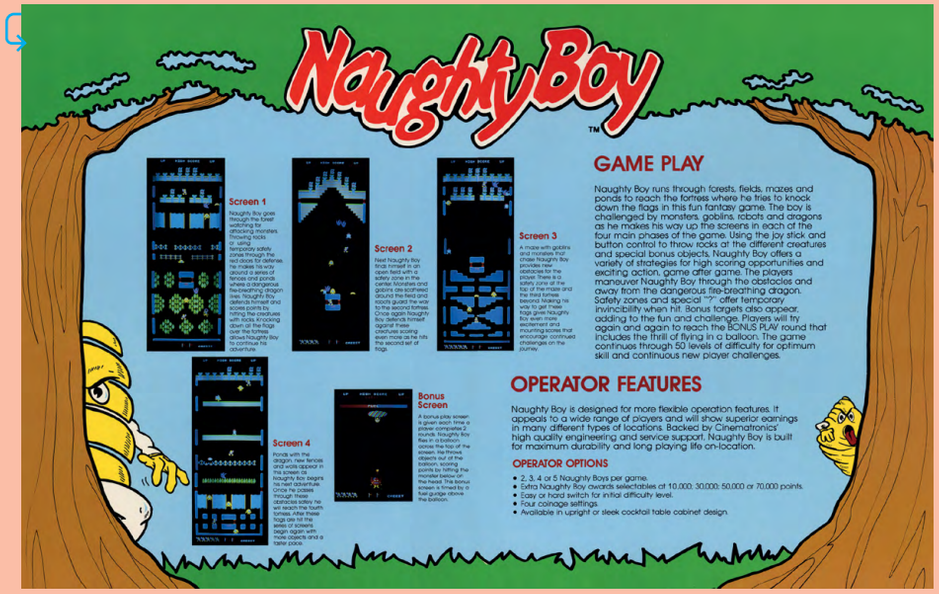

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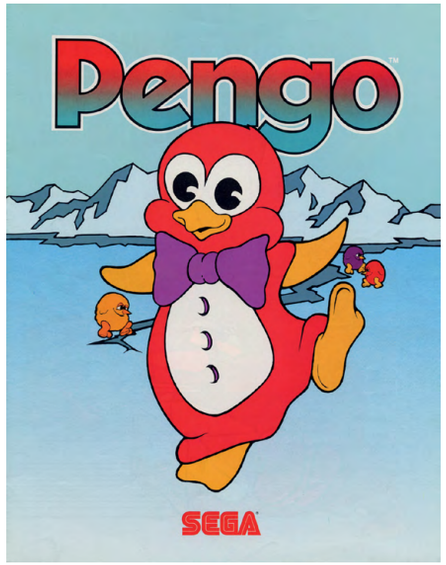
Pengo
SEGA

PLAYER APPEAL MAKES PENGO™ THE GAME FOR EVERYONE.
PENGO is unique and extraordinary entertainment value for all players, for all locations. For more information on how PENGO puts power in your pocket, contact your authorized SEGA distributor or the factory.
Sega's new and unique Pengo table is adjustable from a 20" high sit-down model, to a 40" high stand-up model.
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SEGA ENTERPRISES, INC. 2550 Century Park East Los Angeles, CA 90067 (213) 553-8200 TWX 9104513
SEGA ELECTRONICS, INC. 16250 Technology Drive San Diego, CA 92127 (619) 485-5900 TWX 910-335-1611
SEGA ENTERPRISES, LTD. 2-12 Haneda, 1-Chome Ohta-ku, Tokyo, Japan 143 TLX No. 22837
SEGA EUROPE, LTD. 15/24 Bond Street Brighton, London, England BN1 1RD 0273 206 TLX 891-01312
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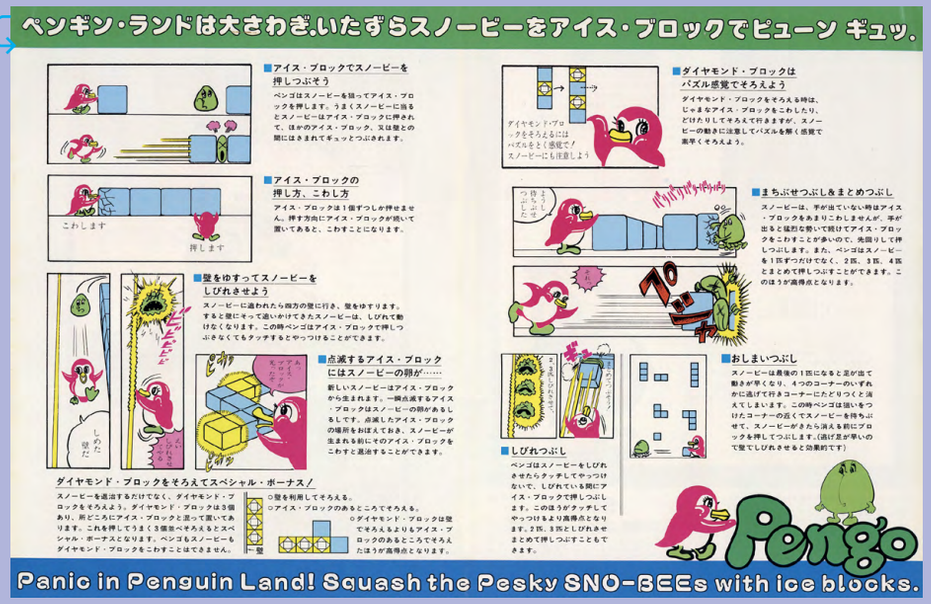
#451

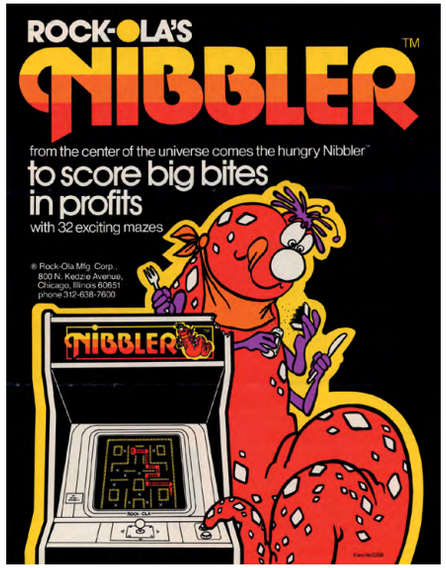
THE NEW SMASH HIT CARTOON GAME EVERYONE'S BEEN WAITING FOR.
Pengo™
Smash or be stung . . . that's the name of SEGA's video game sensation. PENGO™! PENGO the Penguin squashes SNO-BEES and avoids being stung. And that's only the beginning.
PENGO is a cartoon pursuit adventure in light-hearted fun and whimsy. The game's lovable and gallant penguin hero swaggers his way through an ice block field and into the hearts of players of all ages and both sexes.
In totally unique game-play action and strategy, PENGO takes on SNO-BEES in challenging and rewarding fun unlike any other video game. Captivating music, contagious antarctic antics, and simplicity of game control combine to make PENGO the new super-star video cartoon game.
For more information on PENGO's proven results in arcades and street locations just like yours, and on SEGA's promotional support of PENGO, contact your authorized SEGA distributor today.
Upright: 71" high, 27½" deep, 25½" wide. 332 lbs.
SEGA
©1982 SEGA Enterprises, Inc.

Our Hero! — PENGO
ゆかいなペンゴの大活躍!!
Pengo
SEGA

あそび方
〈スコア〉
SEGA
株式会社セガ・エンタープライゼス
© SEGA 1982

#452


ペンギン・ランドは大さわぎ.いたずらスノービーをアイス・ブロックでピューン ギュッ.
■アイス・ブロックでスノービーを押しつぶそう
ペンゴはスノービーを狙ってアイス・ブロックを押します。うまくスノービーに当るとスノービーはアイス・ブロックに押されて、ほかのアイス・ブロック、又は壁との間にはさまれてギュッとつぶされます。
■アイス・ブロックの押し方、こわし方
アイス・ブロックは1個ずつしか押せません。押す方向にアイス・ブロックが続いて置いてあると、こわすことになります。
こわします
押します
■壁をゆすってスノービーをしびれさせよう
スノービーに追われたら四方の壁に行き、壁をゆすります。すると壁にそって追いかけてきたスノービーは、しびれて動けなくなります。この時ペンゴはアイス・ブロックで押しつぶさなくてもタッチするとやっつけることができます。
■点滅するアイス・ブロックにはスノービーの卵が……
新しいスノービーはアイス・ブロックから生まれます。一瞬点滅するアイス・ブロックはスノービーの卵があるしるしです。点滅したアイス・ブロックの場所をおぼえておき、スノービーが生まれる前にそのアイス・ブロックをこわすと退治することができます。
ダイヤモンド・ブロックをそろえてスペシャル・ボーナス!
スノービーを退治するだけでなく、ダイヤモンド・ブロックをそろえよう。ダイヤモンド・ブロックは3個あり、所どころにアイス・ブロックと混って置いてあります。これを押してうまく3個並べそろえるとスペシャル・ボーナスとなります。ペンゴもスノービーもダイヤモンド・ブロックをこわすことはできません。
○壁を利用してそろえる。
○アイス・ブロックのあるところでそろえる。
○ダイヤモンド・ブロックは壁でそろえるよりもアイス・ブロックのあるところでそろえたほうが高得点となります。
■ダイヤモンド・ブロックはパズル感覚でそろえよう
ダイヤモンド・ブロックをそろえる時は、じゃまなアイス・ブロックをこわしたり、どけたりして、そろえて行きます。スノービーの動きに注意してパズルを解く感覚で楽しくそろえよう。
ダイヤモンド・ブロックをそろえるにはパズルをとく感覚で!スノービーにも注意しよう
■まちぶせつぶし&まとめつぶし
スノービーは、手が出ていない時はアイス・ブロックをあまりこわしませんが、手が出ると猛烈な勢いで続けてアイス・ブロックをこわすことがあいので、先回りして押しつぶします。また、ペンゴはスノービーを1匹ずつだけでなく、2匹、3匹、4匹とまとめて押しつぶすことができます。このほうが高得点となります。
■しびれつぶし
ペンゴはスノービーをしびれさせたらタッチしてやっつけないで、しびれている間にアイス・ブロックで押しつぶします。このほうがタッチしてやっつけるより高得点となります。2匹、3匹としびれさせまとめて押しつぶすこともできます。
■おしまいつぶし
スノービーは最後の1匹になると足が出て動きが早くなり、4つのコーナーのいずれかに逃げて行きコーナーにたどりつくと消えてしまいます。この時ペンゴは狙いをつけたコーナーの近くでスノービーを待ちぶせて、スノービーがさたら消える前にブロックを押してつぶします。(逃げ足が早いので覚えてしびれさせると効果的です)
Pengo
Panic in Penguin Land! Squash the Pesky SNO-BEEs with ice blocks.



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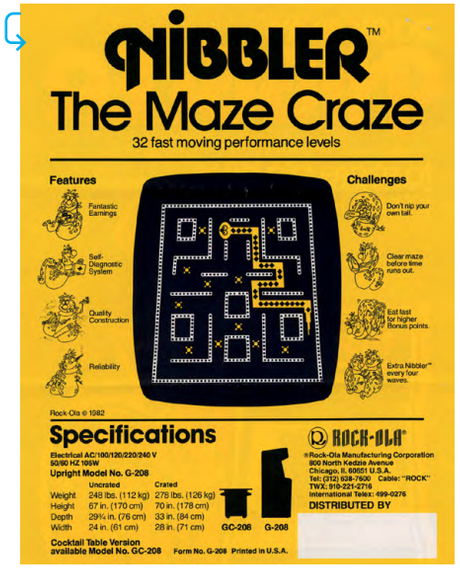

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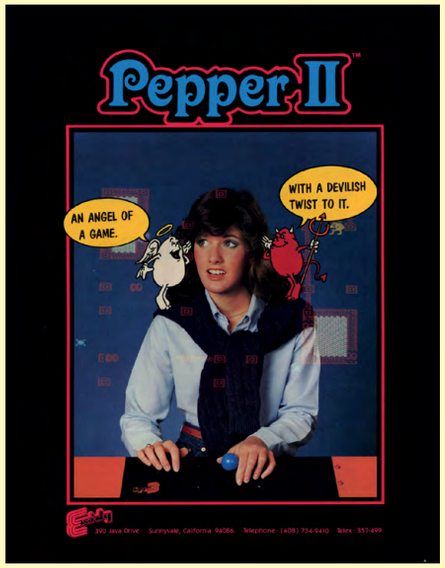

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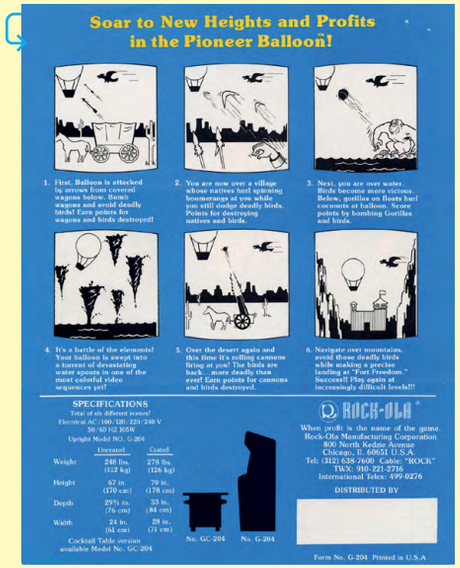

Pirate Pete
For those of you who seek real treasure...

...your ship has just come in!
PIRATE PETE is the thrilling adventure of a swashbuckling hero! The kind of daring, brave, romantic hero everyone would love to and now can be! The kind of hero who is captain of his own ship, unafraid of deadly sharks, undaunted by rumbling avalanches, and who eventually gets the girl!
PIRATE PETE has all the popular play features that have had the greatest player appeal across the country! And PIRATE PETE is programmed for every kind of player! Game play adjusts to the player's capabilities so that beginners can enjoy themselves and have a lot of fun while the experienced expert gets the challenge that he wants . . . and keeps coming back for more!
For technical service, call the hot line toll-free (except in Illinois): (800) 323-0666.
Upright
Height: 170 cm (67")
Width: 61 cm (24")
Depth: 76 cm (30")
Crated Weight: 126 kg (280 lbs.)
TAITO
TAITO AMERICA CORPORATION
1256 Estes Ave., Elk Grove Village, IL 60007
(312) 981-1000 Telex 25-3050
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#459

ORION
PONPOKO der Waschbär...
...bärenstark
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ORION
PONPOKO
der Waschbär...
...unser Umsatz-Früchtchen
Alle Früchte in der gesetzten Zeit auffressen und dabei den haarigen Raupen und Schlangen ausweichen.
Wenn die Zeitanzeige rot leuchtet, ist fast keine Zeit mehr übrig, Beeilung beim Früchte einsammeln.
Springen über Berg und Tal: Jedes Mal wenn ein Sprung fehl geht, verlieren Sie einen Ponpoko.
Zwei Arten von Sprüngen sind möglich, kurz und lang, durch Betätigung des Knopfes und des Hebels.
Wenn alle Früchte innerhalb des Limits gefressen werden und die Bildfläche leer ist, werden Bonuspunkte entsprechend der verbleibenden Zeit gewährt.
Inhalt des Geheimnistopfes mit dem Fragezeichen sind entweder Bonuspunkte oder Schlangen.
Suchen Sie vorher einen Fluchtweg falls die Schlangen erscheinen.
Bleiben Sie auf der Mitte der Leiter, um den haarigen Raupen auszuweichen.
Bei 30.000 Punkten (einstellbar) wird ein zusätzlicher Ponpoko gewährt.
PONPOKO
Es ist (machts) Spaß! PONPOKO springt mit seinen dicken Bauch hinaus. Er sammelt Früchte und meidet Hindernisse.
die höchsten Punkte
die höchsten Punkte (Punktzahl) erscheinen auf dem Bildschirm.
Zeit
Wenn der Zeitanzeiger rot wird, ist fast keine Zeit mehr. Beeilen Sie sich mit dem Früchte sammeln.
Punkte des 1. Spielers
Punkte, die der 1. Spieler erreicht hat.
Punkte des 2. Spielers
Punkte, die der 2. Spieler erreicht hat.
Haarige Raupe
Es gibt viele Arten von haarigen Raupen, schnell oder langsam etc. Lassen Sie sich nicht von ihnen fassen.
Frucht
Wenn alle Früchte gegessen sind, der PONPOKO sehr mag, geht es auf dem Bildschirm weiter.
Nadel, Bolzen
Wenn PONPOKO der Bolzen (die Nadel) berührt, wird er so schwach, daß er stirbt. Machen Sie einen Sprung mit großem (gutem) Abstand.
Krug
Der Inhalt des Kruges mit dem „?" (Fragezeichen) ist eine Schlange oder Bonuspunkt. Solch ein Krug kann übersehen werden (nicht beachtet).
Schlange
Manchmal sind Schlangen anstatt eines Bonuspunktes in dem Krug versteckt.
Leiter
Kletteren Sie hoch und runter. Bleiben Sie manchmal in der Mitte der Leiter stehen, um den haarigen Raupen zu entgehen.
TOP SCORE
CREDIT
ORION Aktuell
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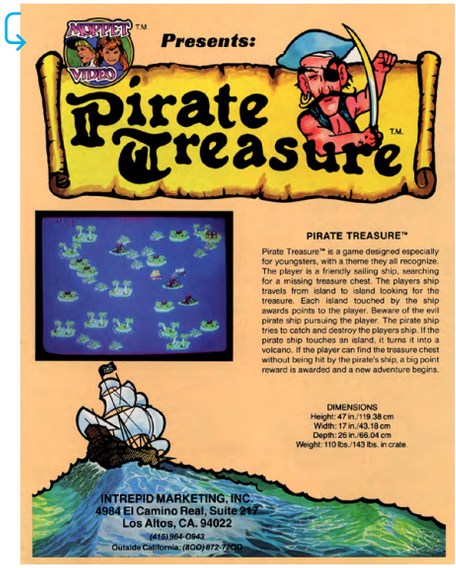
#460

CHILD'S PLAY
Little Games For Little People
MOPPET VIDEO
MOPPET VIDEO IS A TRADEMARK OF TONG ELECTRONIC, INC.
T.M.


MOPPET VIDEO
Presents:
Pirate Treasure
PIRATE TREASURE™
Pirate Treasure™ is a game designed especially for youngsters, with a theme they all recognize. The player is a friendly sailing ship, searching for a missing treasure chest. The players ship travels from island to island looking for the treasure. Each island touched by the ship awards points to the player. Beware of the evil pirate ship pursuing the player. The pirate ship tries to catch and destroy the players ship. If the pirate ship touches an island, it turns it into a volcano. If the player can find the treasure chest without being hit by the pirate's ship, a big point reward is awarded and a new adventure begins.
DIMENSIONS
Height: 47 in./119.38 cm
Width: 17 in./43.18 cm
Depth: 26 in./66.04 cm
Weight: 110 lbs./143 lbs. in crate.
INTREPID MARKETING, INC.
4984 El Camino Real, Suite 217
Los Altos, CA. 94022
(415) 964-0943
Outside California, (800) 872-7200

#461

YOU'RE MISSING AN IMPORTANT MARKET
We know that conventional video games are your "bread and butter", no question about it. But the ordinary video game has a major drawback. It does not allow you to serve one significant segment of the game playing market—young children. The ordinary video game is just too big, too difficult, and generally too intimidating for the younger child. No parent wants his youngster trying to play a game that he can barely reach, and a game that will last only 20 seconds! These youngsters would like to play your video games, but you don't have the appropriate product to serve them. This means that an important segment of the market is being ignored. Moppet Video™ is going to change all of that.
A CONCEPT THAT MAKES SENSE FOR OUR INDUSTRY
Moppet Video™ is dedicated to the younger player. We have engineered a total game experience to ensure enjoyable and successful play for the 4–8 year old child. Memory changes have been made in the game board which slow down the game action to an appropriate level for the skill and dexterity of the 4–8 year old. Number of plays is increased to make sure the youngster gets good value for his quarter. The cabinet is designed so the youngster can play comfortably. Moppet Video™ controls are set at a child's waist level. Finally, a youngster can see the entire video screen.
MOPPET VIDEO
INCREASE YOUR MARKET AND PROFITS
Moppet Video™ might not be the biggest money maker in your location. Matter of fact, it probably won't be. But it could well become your most *important* piece of equipment! Because Moppet Video™ will enhance your image with parents of young children, and with the community you serve. And the Moppet Video™ customer means new business for you. And remember, Moppet Video™ is not affected by the "Hit Syndrome". Your Moppet Video™ will stay on location, earning money from this special market, long after the "Hits" come and go.
THE FINEST IN DESIGN AND SERVICE
Moppet Video™ will be featuring many fine games, designed specifically for youngsters. All games will be fully interchangeable. All parts are available nationwide through Wico Corporation. Our fully trained factory technicians are available for technical assistance, if needed.
The time is right for Moppet Video™. Let "Child's Play" become an important factor in your business. Call or write for more information.
© 1982 TONG ELECTRONIC, INC.

If the driver hits one of the other cars on the track or a road sign, an explosion destroys the player's car. The car reappears seconds later. The driver also loses time if he drives off track or through a puddle.

The top score, lap time allocation, incrementing lap time, car speed, and player's score are displayed at the top of the screen so the driver has real time race status information.

If the player finishes the first lap with time to spare, he is awarded an extended play lap. A maximum of 3 or 4 (operator-selectable) race laps can be driven providing more incentives to sharpen skills.

High Score Table. When a player has earned one of the 100 out of 300 highest scores, a maximum of one minute is allocated to record his initials into the very select top 300 High Score Table.

SPECIFICATIONS.

Controls. Two-position gear (2nd), low to high, and a steering wheel are located on the control panel. Pedals are also equipped with a foot brake (sit-down model only) and accelerator.

High Score List. Ranks the top 300 scores. The top 100 scores are protected by battery backup.

Scoring.
10 points for each meter.
200 points for each second left over at end of race.
50 Bonus points for each car passed during the race
Bonus for qualifying to race

Pole Position – 4000 points
2nd - 2000 points
3rd - 1000 points
4th – 1000 points
5th - 800 points
6th - 600 points
7th – 400 points
8th - 200 points

OPERATOR OPTIONS.

Game Difficulty. There are 8 difficulty settings for the Qualifying Lap, and 8 difficulty settings for the Grand Prix race, a total of 64 settings.

Minimum Game Time. Operators may select times for Qualifying Lap from 90 to 120 game seconds.

Maximum Game Time. Operators may select either 3 or 4 maximum Gran Prix race laps.

Coin Modes. Includes 28 different operator-selectable coinage options, plus free play.

DIMENSIONS.
(Upright) Height = 71.5in. - 182.1cm. Depth = 35.3in. 89.6cm Width = 25.25in - 64.1cm.
(Sit-Down) Width/Length = 63 x 27in. - 160 x 68cm. Height = 70in. 154cm

Distributed By

Atari Inc., 700 Sycamore Dr., PO Box 906 Milpitas, CA 95035

#462

Pole Position is high performance racing excitement you thought had vanished. A sizzling, driving experience with all the open wheel competition thrills of Gran Prix racing at the world famous Fuji Speedway.

The Qualifying Lap. This exclusive feature provides a new driving challenge not available in any other racing game. Starting lights blink the countdown. The driver touches the throttle. Other cars, signs, landscapes blur as the player is propelled into the most exciting ride of his life. The driver must finish the qualifying lap within 73 seconds to enter the Gran Prix race. If he does not, he is allowed to drive out the rest of his time in the qualification round.

Start Position. As a qualifier, the driver is ranked according to his qualifying time—from first, the "Pole Position," to eighth position. He's ready for the biggie.

The Race is on. The player waits for the green, pins the accelerator to the floor and lunges off the starting grid. Shifting from low to high, he jockeys for position racing other cars and the clock to finish the lap in the fastest possible time. It's intense, high-speed competition all the way that keeps players coming back to try for higher scores.

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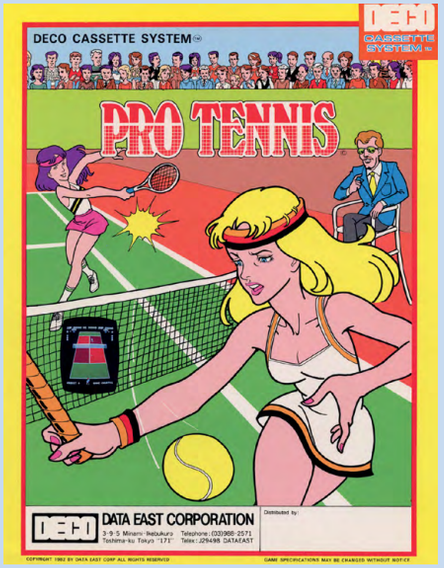

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STERN SEEBURG Entertainment GUIDE

STERN/SEEBURG ENTERTAINMENT GUIDE • VOLUME I • NUMBER 2

ONE DAY IN THE FOREST...

A pack of wolves captures a family of pigs. To keep them from the jaws of the hungry wolves, the mama pig defends her children from a cage which moves up and down on a rope.

THE FIRST ATTACK...

Using balloons for flotation, 32 wolves parachute from a tree and try to knock the mama from her cage by throwing stones at her. She fights back by shooting arrows and tossing meat at them. If she misses, the wolves land on the ground, climb a ladder, and try to bite her. If they do, she falls.

But if she hits the balloons, the wolves are destroyed.

THE SECOND ATTACK...

Forty wolves use the balloons to rise to the top of a cliff. Again, the mama tries to break the balloons with arrows and meat. If seven wolves make it to the top, they push a giant rock on top of her. If they don't, she wins and the little piggies are freed.

BONUS FOR EFFORT...

The stages alternate and become increasingly more difficult. After every second stage, there is a bonus level. They become harder and are timed.

Pooyan is controlled by a button and a joystick which moves the mama's cage up and down. When the fire button is hit, she shoots her arrows or tosses the meat.

Points are scored when the mama hits her targets. When she pops the balloons with arrows, she scores 50, 100 or 200 points. "Meat bombs" can wipe out multiple wolves: 400 for the first wolf; 800 for the second; 1600 for the third...

PIGOUT FOR PROFIT

Pooyan features Stern's famous "works-in-a-drawer" cabinet design. For added security, Stern now uses an "over-under" cash box. Backlit panels and colorful graphics add eye-appeal.

POOYAN

Licensed from Konami Industry Co., Ltd., Osaka, Japan.

#470

#471

FOUR PLAYER PROFITS

ELIMINATOR

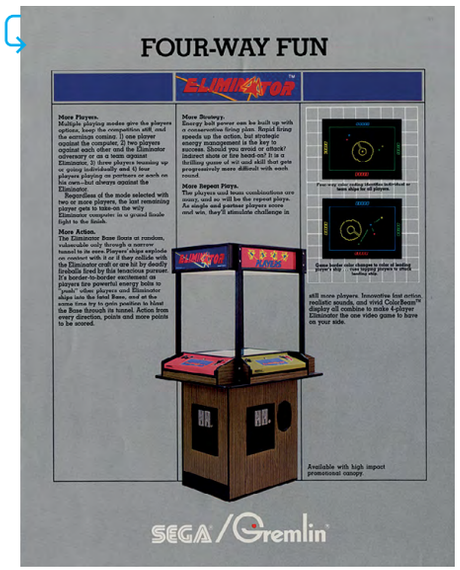
Introducing the first simultaneous 4-player game with color X-T excitement:

Eliminator™ is shining in the video game competition again. Now this popular, person owner challenges up to four players at the same time. More players for more collections. More advanced ColorBeam™ excitement to keep them playing longer, to keep them coming back.

Whether it's one player against the Base or four to the touch. Constantly emerging Eliminators with human or computer, partners vs. partners, or every man for himself, the competition is contagious. The energized Eliminator fireballs are deadly. Opposing players add still more challenge and strategy. It's a space-age extravaganza of attack and avoid, of color and sound that sets the current for repeat plays.

For more information on the latest in video game equipment contact your authorized SEGA/Gremlin distributor today.

SEGA/Gremlin



FOUR-WAY FUN

ELIMINATOR

More Players.
Multiple playing modes give the players options, keep the competition still and the earnings coming. 1) one player against the computer, 2) two players against each other and the Eliminator adversary or as a team against Eliminator, 3) three players teaming up or going individually and 4) four players playing on partners or each on his own—but always against the Eliminator.

Regardless of the mode selected with two or more players the last remaining player gets to take on the wily Eliminator boss in a grand finale fight to the finish.

More Action.
The Eliminator Base fires at random, vulnerable only through a narrow tunnel in its core. Players can use exploding fireballs to blast the Base along with the Eliminator craft or one hit by deadly fireballs fired by this tenacious pursuer. It's border-to-border excitement as players use powerful energy bolts to "push" other players and Eliminator ships into the fatal Base, and at the same time try to gain position to blast the Base through its tunnel. Action from every direction, points and more points to be scored.

More Strategy.
Energy ball power can be built up with a consecutive firing plan. Rapid firing speeds up the action, but strategic energy management is the key to success. Should you avoid or attack? Indirect shots or fire head-on? It is a thrilling game of wit and skill that gets progressively more difficult with each round.

More Repeat Plays.
The players and team combinations are many, and so will be the repeat plays. As single and partner players score and win, they'll stimulate challenge in still more players. Innovative four action, realistic sounds, and vivid ColorBeam™ display all combine to make 4-player Eliminator the one video game to have on your side.

Available with high impact promotional canopy.

SEGA/Gremlin

RADAR ZONE
ALERT ALL DEFENCE POSITIONS
MOBILIZE WAR FLEET
TUNI ELECTRO SERVICE, INC.
1716 W. 4th STREET
CP TEMPE, ARIZONA 85281
PHONE 800-528-1409
TELEX #165819
RADAR ZONE. . . Just one of the CVS library of games.

RADAR ZONE
Try the new RADAR ZONE™ by TUNI and you'll see why this action packed game is already a proven high earner in location tests. RADAR ZONE™ is a multi-level game simple enough for the beginner, yet an exciting challenge for even the best video game expert!
Eye-catching color and startling sound effects are guaranteed to grab players attention.
Race the painter around 19 exciting levels of geometric shapes, outlining each rectangle to earn the points displayed while avoiding the pursuing chasers. With RADAR ZONE™, the player can select his own starting level and can also continue his game from the level he has achieved simply by inserting another coin within 10 seconds!
Keep in mind that RADAR ZONE™ is a TUNI INTERCHANGEABLE™ game which can later be converted to a brand new low earning game at a substantial savings! Games such as Dazzler, 8-Ball and Logger are available now, and new games will be introduced soon!
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#473

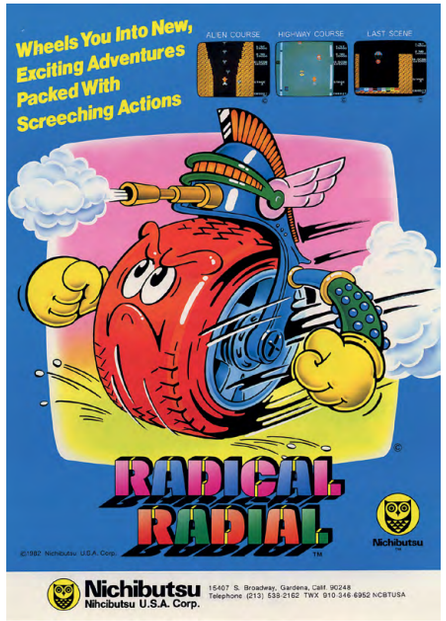
SPINACH
POPEYE
Nintendo
★POPEYE SMASHES HIS WAY INTO VIDEO GAMES.

CATCH HEARTS!!
BLOW ME DOWN!!
POPEYE
OH MY SWEETHEART!
©1982 Nintendo of America Inc.
© 1982 King Features Syndicate
PRESS PUNCH
MOONLIGHT SERENADE
HELP!!
★GET SPINACH!
SPINACH
YOU CAN KNOCK OUT BRUTUS.
POW!
DIMENSIONS
Nintendo

#474

ATARI
POPEYE
SPINACH
ATARI

#475



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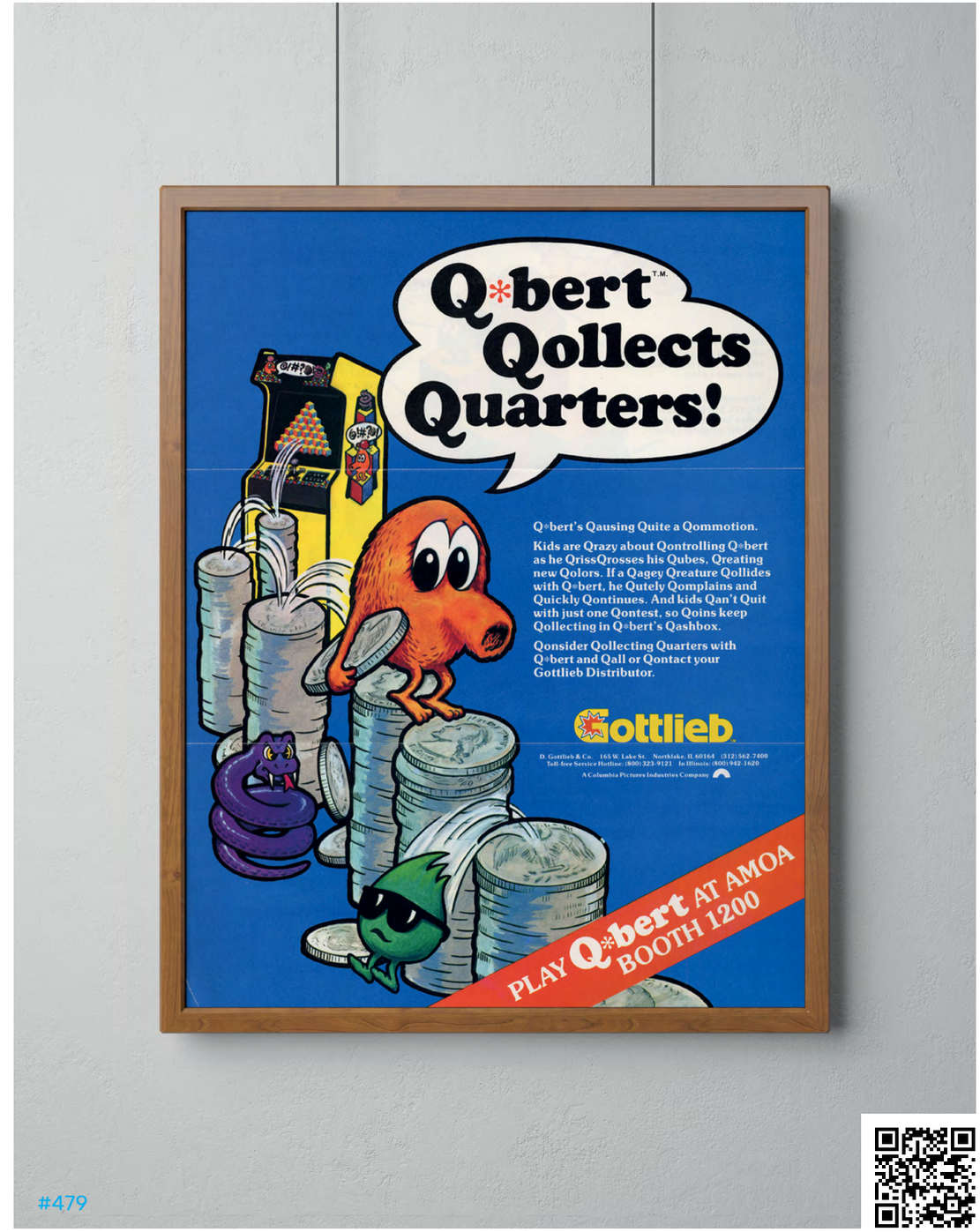

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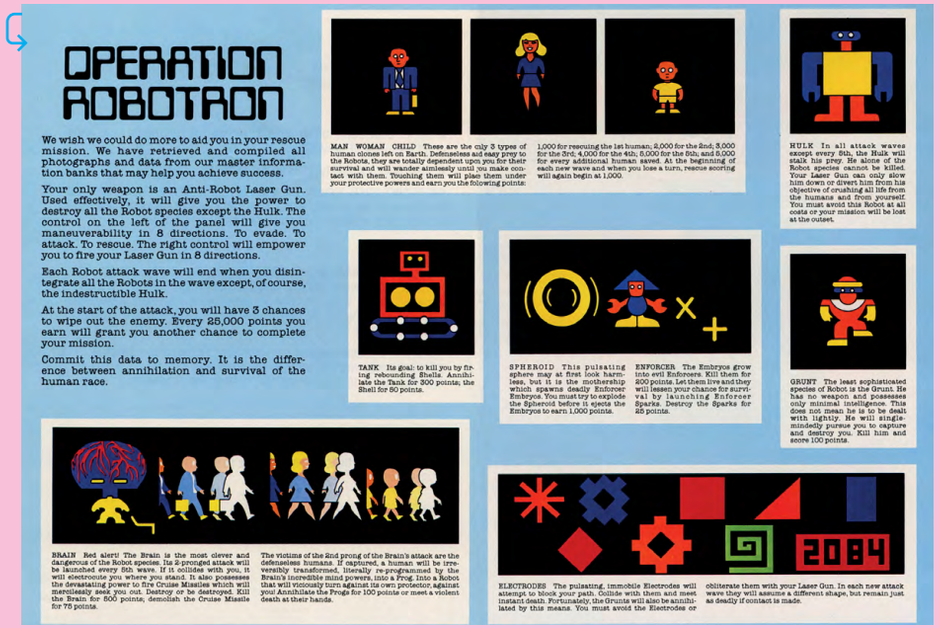

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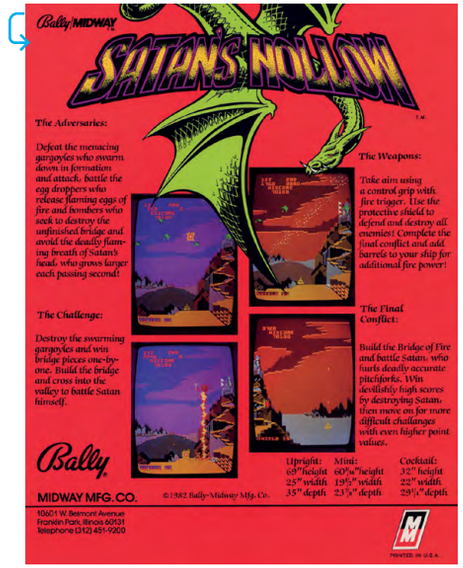

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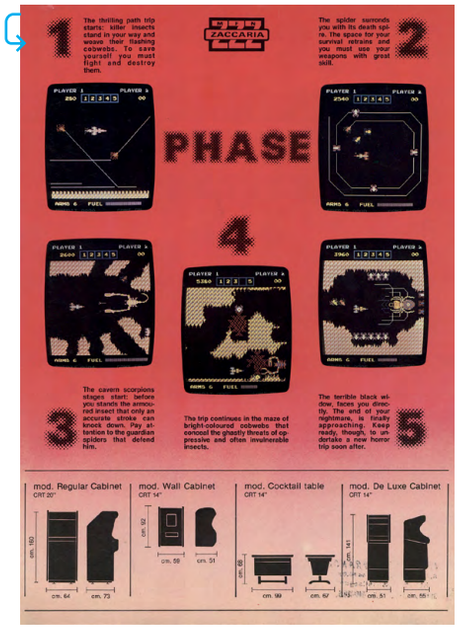

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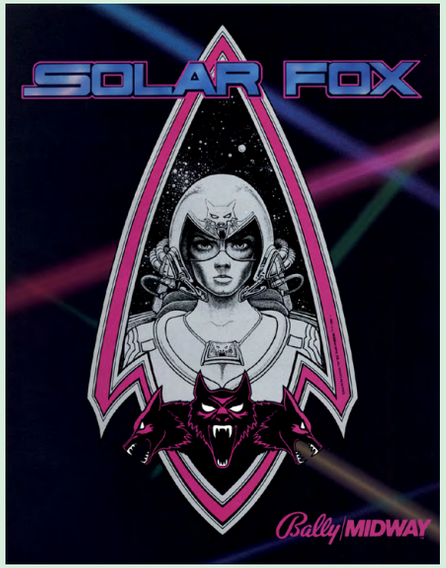

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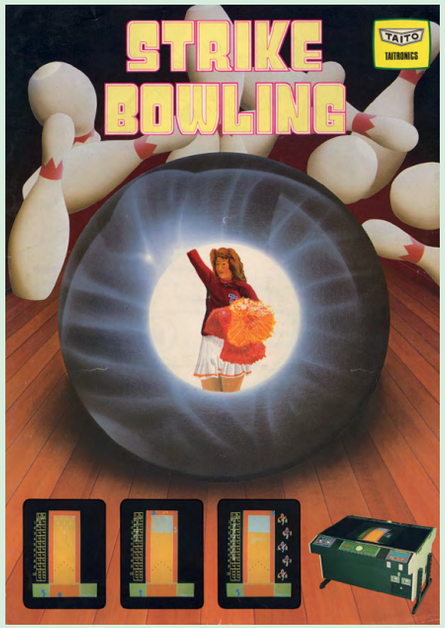

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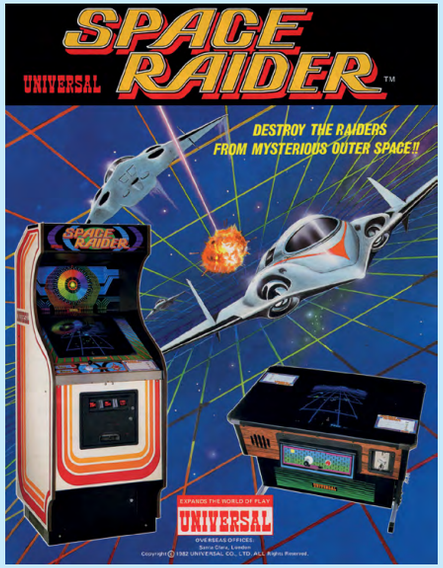

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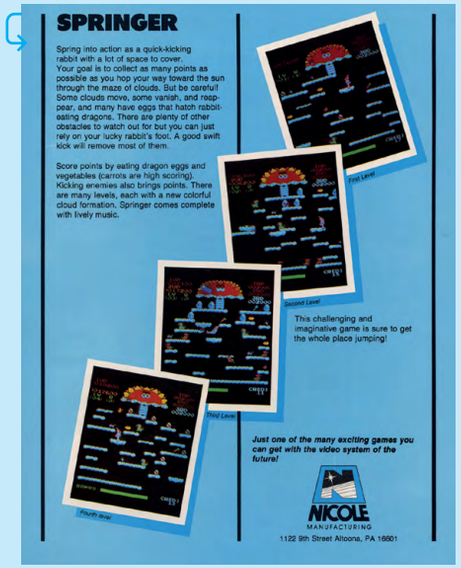

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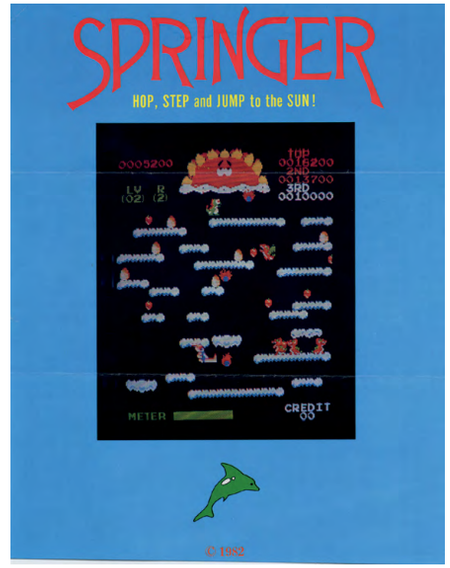

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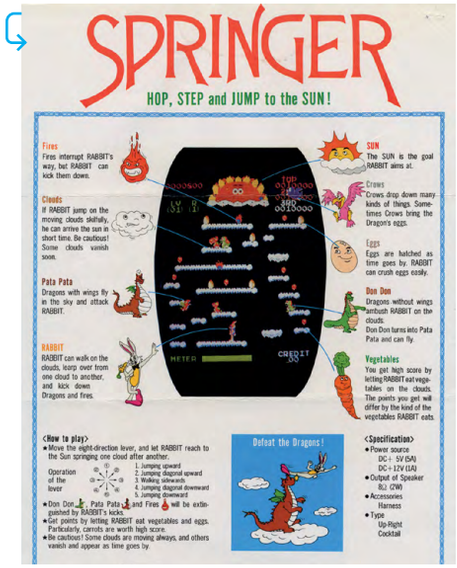

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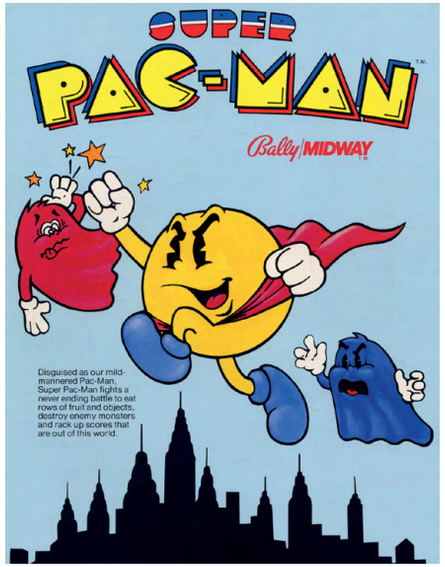

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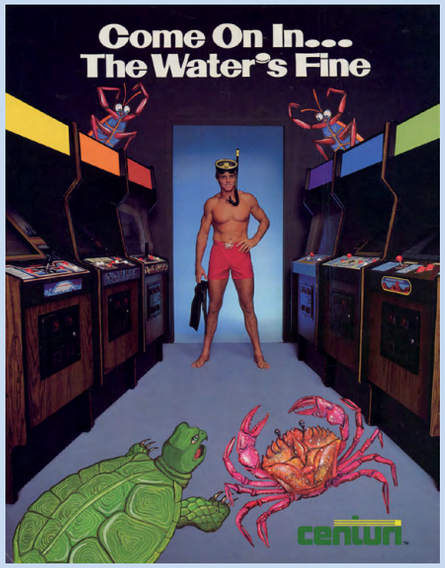

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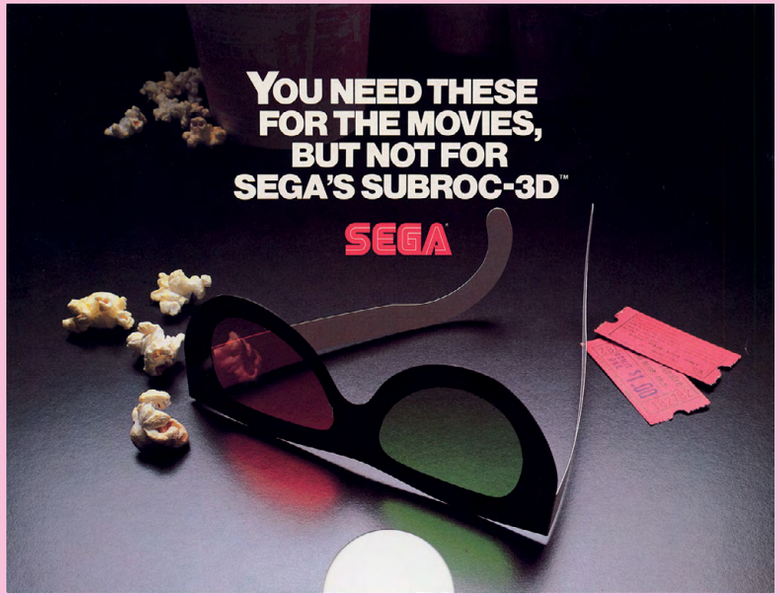

#503

THE MANY NEW DIMENSIONS OF SUBROC-3D™

The revolutionary 3-dimensional quality of SUBROC-3D was jointly developed by SEGA Enterprises and Matsushita Electric Industrial, Co., Ltd., a worldwide leader in video equipment. Matsushita is supplying SEGA with the 3-D viewing system. Matsushita products are marketed in the U.S. under the Panasonic brand name — which assures you of superior product quality in SEGA's new SUBROC-3D game.

In the field-tested SUBROC-3D viewing system, a picture for the left eye and another for the right eye are alternately displayed on the monitor screen at the rate of 30 images per second. The 3-D viewer system incorporates special shutters for both the left eye and the right eye, which operate in synchronization with the screen images. Thus by looking at the dual images with the right and left eye separately, a 3-dimensional picture is formed by a combination of parallax and the after-image effect.

New Playfield

SUBROC-3D features a "two-scenes-in-one" seaspace playfield in which the player can maneuver his SUBROC™ craft to skim the ocean while battling seaships, or soar the stratosphere for high-flying action against enemy space ships and flying saucers. Through day, dusk, night and dawn sequences, SUBROC-3D takes the player on a fantastic journey through a spectacular array of 3-D color changes.

New Sound Effects

Dynamic stereo effects put the player in the middle of the action with "surrounding" sounds of explosions, spacecraft and sea vessels. It is an audio extravaganza using Doppler electronic principles, techniques well established in today's sophisticated stereo music equipment.

New Action

SUBROC-3D is an intense battle of macho skill. Maneuvering higher, lower, left and right, the player guides his SUBROC craft against enemy ships on the sea and in the air, and to destroy the elusive, barrier-protected Command Ship at the end of each action packed round.

Throughout game play, the player can choose between air and sea battle. Up and down buttons on the viewscope's right handle change SUBROC's altitude while left and right turns are accomplished with the left handle, which is also equipped with the fire button.

New Results

SUBROC-3D will be your showcase video game at every location.

SUBROC-3D is a proven traffic builder, its mere presence commands attention!

SUBROC-3D is operator adjustable from three to five player ships and varying skill levels, and is available in upright or cockpit models. Experience the thrill and excitement of SUBROC-3D for yourself. It's a great investment for long term player appeal.

For more information contact your authorized SEGA distributor or the factory.

SEGA

Cockpit model: 64½" high, 26½" wide, 61½" long, 379 lbs.

© 1982 SEGA Enterprises, Inc.

Screen / Left Image / Right Image / Shutter Opens / 3-D Image / Shutter Closes

Image appears to be in front of the screen.

Screen / Left Image / 3-D Image / Right Image / Shutter Opens / Shutter Closes

Image appears to be behind the screen.

SEGA ENTERPRISES, INC.
2029 Century Park East
Los Angeles, CA 90067
(213) 557-1100
TWX 686433

GREMLIN INDUSTRIES, INC.
16250 Technology Drive
San Diego, CA 92127
(714) 485-0910
TWX 910-335-1621

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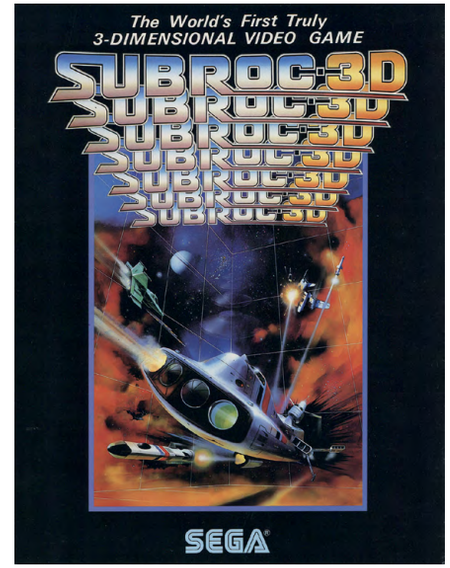
SEGA EUROPE, LTD.
15 Old Bond Street
Mayfair, London
England
W1X 3DB
TLX 851-25512

Upright model features pull-out platform that allows younger players to view and play. SUBROC-3D, 73½" high, 33½" deep, 26½" wide, 311 lbs.



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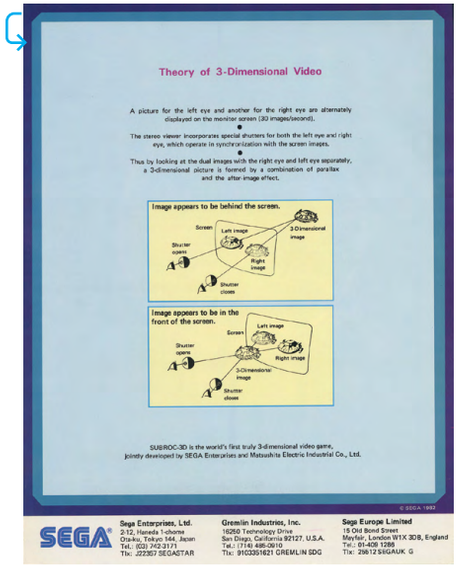


Theory of 3-Dimensional Video

A picture for the left eye and another for the right eye are alternately displayed on the monitor screen (30 images/second).

The stereo viewer incorporates special shutters for both the left eye and right eye, which operate in synchronization with the screen images.

Thus by looking at the dual images with the right eye and left eye separately, a 3-dimensional picture is formed by a combination of parallax and the after-image effect.

Image appears to be behind the screen.

Screen / Left image / 3-Dimensional image / Shutter opens / Right image / Shutter closes

Image appears to be in the front of the screen.

Screen / Left image / Shutter opens / Right image / 3-Dimensional image / Shutter closes

SUBROC-3D is the world's first truly 3-dimensional video game, jointly developed by SEGA Enterprises and Matsushita Electric Industrial Co., Ltd.

© SEGA 1982

SEGA

Sega Enterprises, Ltd.
2-12, Haneda 1-chome
Ota-ku, Tokyo 144, Japan
Tel.: (03) 742-3171
Tlx: J22357 SEGASTAR

Gremlin Industries, Inc.
16250 Technology Drive
San Diego, California 92127, U.S.A.
Tel.: (714) 485-0910
Tlx: 9103351621 GREMLIN SDG

Sega Europe Limited
15 Old Bond Street
Mayfair, London W1X 3DB, England
Tel.: 01-409 1288
Tlx: 25612 SEGAUK G

Realistic 3-dimensional features to drive players out of their minds!

Blow up the enemy forces attacking you from the sea and the sky, and pursue the enemy's COMMAND SHIP.

A DUAL SCENE system is used, so that you can freely select dynamic battles on the sea or in the air.

SUBROC-3D™

SUBROC-3D is chock full of new features

- **The world's first 3-D game system, developed through sophisticated hardware systems and software techniques, plus a completely new 3-D optical mechanism.**

SUBROC-3D is a sensational 3-dimensional video game developed by making full use of advanced hardware techniques (3-dimensional expansion and movement of characters), and software (perspective control of character movements), plus the newest viewing mechanism (stereo viewer system).

Thus SUBROC-3D presents 3-dimensional pictures never before possible in any game.

- **Overwhelming 3-dimensional play, with a dual scene system whereby you can select sea or air battles.**

By operating the horizontal and elevation controls during play, you can move freely between a sea battle scene and an air battle scene. The player will be overwhelmed and amazed by the 3-D action, with a full range of characters and exciting 3-dimensional effects.

- **Dynamic stereo sound gives excellent "surrounded" effect.**

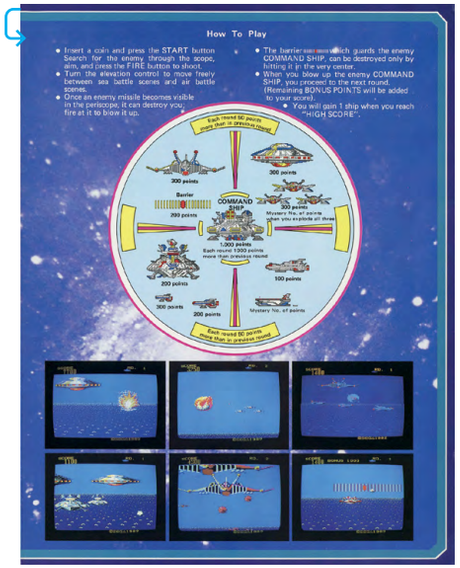
Doppler sound effects are used for UFOs, enemy ships, and torpedoes to heighten the sense of realism.

Upright type

Dimensions: 67 cm (w) x 86 cm (d) x 187 cm (h)
Weight: 181 kg
Electrical Specifications: 100V, 50/60 Hz (or export spec.)
Screen: 26" color

Cockpit type

Dimensions: 67 cm (w) x 156 cm (d) x 158 cm (h)
Weight: 172 kg
Electrical Specifications: 100V, 50/60 Hz (or export spec.)
Screen: 26" color



How To Play

- Insert a coin and press the START button. Search for the enemy through the scope, aim, and press the FIRE button to shoot.
- Turn the elevation control to move freely between sea battle scenes and air battle scenes.
- Once an enemy missile becomes visible in the periscope, it can destroy you; fire at it to blow it up.
- The barrier [illegible] which guards the enemy COMMAND SHIP, can be destroyed only by hitting it in the very center.
- When you blow up the enemy COMMAND SHIP, you proceed to the next round. (Remaining BONUS POINTS will be added to your score).
  - You will gain 1 ship when you reach "HIGH SCORE".

Each round 50 points (now that is dynamic round)

300 points / 300 points / Barrier 300 points / COMMAND SHIP 1,000 points / Mystery No. of points when you explode all three / Each round 1000 points more than previous round / 200 points / 100 points / 300 points / 200 points / Mystery No. of points

Each round 50 points (now that is dynamic round)

SEGA
TURBO
Performance Plus Profit.

SEGA
TURBO
Two of a kind.
SEGA/Gremlin

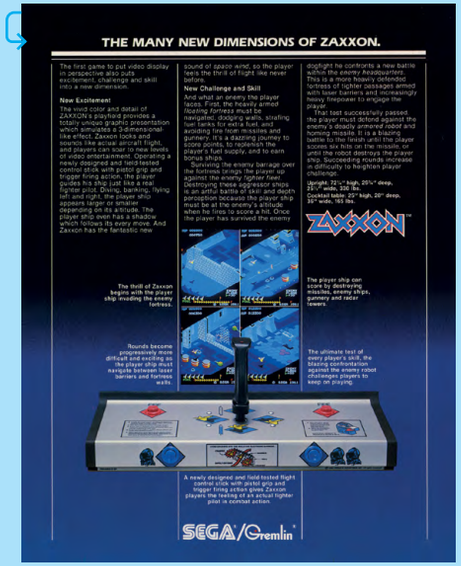
#505

SEGA
TURBO-MINI
MAXI-TURBO EXCITEMENT IN MINI TURBO SIZE.
TURBO IS ONE OF THIS YEAR'S TOP EARNING VIDEO GAMES, ACCORDING TO INDUSTRY SURVEYS.
SEGA/Gremlin

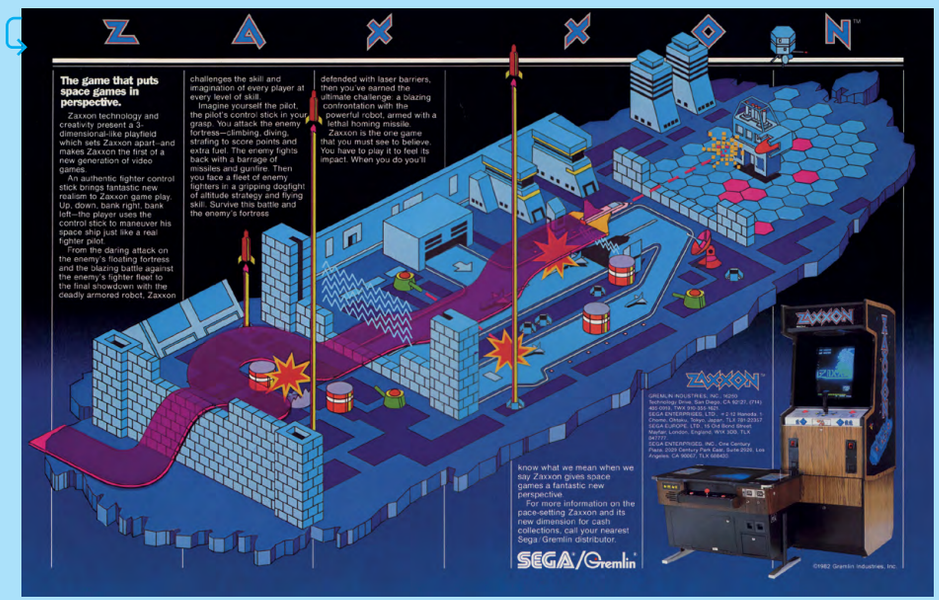
SEGA
TURBO
A TRIO OF TREMENDOUS EARNERS.
SEGA/Gremlin

#506

SPACE GAMES EXPLODE INTO A NEW DIMENSION.
ZAXXON
SEGA/Gremlin


THE MANY NEW DIMENSIONS OF ZAXXON.
ZAXXON
SEGA/Gremlin

#507


ZAXXON
The game that puts space games in perspective.
SEGA/Gremlin

SUPER
ZAXXON
Information can be obtained through your authorized SEGA distributor or the factory.
SEGA

#508

SUPER
ZAXXON
FABULOUS EXCITEMENT FABULOUS EARNINGS
SUPER ZAXXON offers the player tremendous new challenges and gameplay excitement never before experienced. The 3-dimensional-like isometric graphics places the player in remote controlled realism with his SUPER ZAXXON spacecraft.
The player ship soars through a portentous floating munitions fortress while battling hidden rockets, rotating turret guns, tracking paraboloic antennas, super space ships and maser barriers.
The player spacecraft is lured into a tunnel of doom to fight against enemy ships, flying minelayers, self-destructing robot spacecraft and yet avoid the indestructible mines. The player spacecraft must also avoid the tunnels' low ceilings.
The ultimate space challenge is the bigger-than-life, fire-breathing Dragon who can destroy the player ship with a single breath of fire. The Dragon can only be destroyed by six direct hits into its fiery mouth by the player ship.
All gameplay action happens at supersonic speeds thus increasing the illusion of reality and the gusto of challenge.
SUPER ZAXXON features an extra-heavy duty flight control stick that has been "life-test" proven under the most rugged endurance tests possible.
Fantastic game graphics and colors distinguish SUPER ZAXXON from the rest of the pack. Repeat play is assured as income testing has already proved over and over again.
Further information can be obtained through your authorized SEGA distributor or the factory.
Table: 25-3/4" high, 28" deep, 35-3/4" wide. 165 lbs.
Upright: 71-7/8" high, 32" deep, 25-3/8" wide. 300 lbs.
SEGA

新たな使命を帯びてあのザクソンが新惑星にアタック!!
トンネル・ゾーンに侵入し猛攻する敵機を撃破!
モンスター・ロボットに挑戦せよ
SUPER
ZAXXON
ゲームはますますスリリング，グラフィック効果も抜群!
SEGA

#509

SUPER
ZAXXON
THE
SUPREME
SPACE
CHALLENGE
SEGA

#510

#511

#513

#512

#514

#515

#515

#516

MOPPET VIDEO™

A New Market to Increase Your Profits

Enter-Tech and Moppet Video™ unveiled a new concept to the coin-op industry in November of 1982 by introducing video games just for the 3 to 9 year old. This concept has expanded into a successful line of games that appeal to a fresh new market which represents a key potential for new earnings and image building in our industry.

Each Moppet Video™ game is geared toward the 3 to 9 year old level of complexity. They are all non-violent themes that youngsters can identify with. The games are simple, yet offer reward for improving skill levels to encourage repeat play. The average young player will enjoy 3 to 5 minutes of entertainment on a Moppet Video.™

New and Different Locations

Moppet Video™ games offer a way to entertain younger children while their parents are out on appointments or shopping.

This gives a selling benefit to many new types of locations such as medical and dental offices, restaurants, retail stores, ice cream parlors, pizza places, skating rinks, bowling alleys, and even bank lobbies! Because Moppet Videos™ are small, they are more convenient to place in location. They will generate income from a minimal floor space requirement.

Moppet Video™ games are a hit with Pizza Time Theater,™ ShowBiz Pizza,™ and now can be found in Disneyland and DisneyWorld as well.

A Positive Image

Parents and their children appreciate the Moppet Video™ games. Moppet Videos™ create positive reinforcement as the youngsters play these games that were developed to meet their level of complexity as well as size.

Remembering the younger children creates a positive image in the community and, therefore, helps to build a better image for the location and the industry in general.

Profit From Longer Earning Life

Moppet Video™ games may not be the biggest money maker in the location. In fact, they probably won't be.

Moppet Videos™ will earn *consistent* income over a *long* time. They are comparable to kiddie rides in earning life because they are not subject to the same "hit syndrome" as the games for teens and adults. Moppet Video™ games will stay on location, earning money, long after the hits come and go.

The Finest in Design and Service

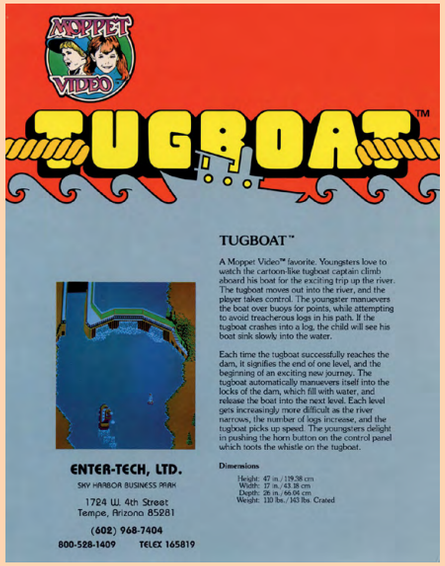
Moppet Video™ will be featuring many fine games including games with licensed characters like the Berenstain Bears™ and Popeye.™

All games are developed and manufactured by Enter-Tech in our facilities in Tempe, Arizona.

Our fully trained factory technicians are available for technical assistance by calling toll free 800-528-1409.

#517

#518



MOPPET VIDEO

TUGBOAT™

TUGBOAT™

A Moppet Video™ favorite. Youngsters love to watch the cartoon-like tugboat captain climb aboard his boat for the exciting trip up the river. The tugboat moves out into the river, and the player takes control. The youngster manuevers the boat over buoys for points, while attempting to avoid treacherous logs in his path. If the tugboat crashes into a log, the child will see his boat sink slowly into the water.

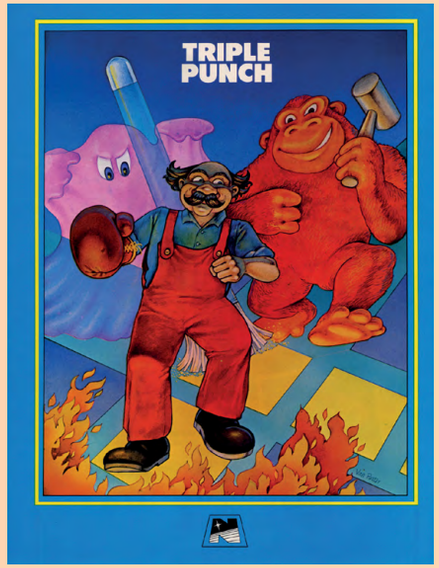
Each time the tugboat successfully reaches the dam, it signifies the end of one level, and the beginning of an exciting new journey. The tugboat automatically manuevers itself into the locks of the dam, which fill with water, and release the boat into the next level. Each level gets increasingly more difficult as the river narrows, the number of logs increase, and the tugboat picks up speed. The youngsters delight in pushing the horn button on the control panel which toots the whistle on the tugboat.

Dimensions

Height: 47 in. / 119.38 cm
Width: 17 in. / 43.18 cm
Depth: 26 in. / 66.04 cm
Weight: 110 lbs. / 143 lbs. Crated

ENTER-TECH, LTD.
SKY HARBOR BUSINESS PARK
1724 W. 4th Street
Tempe, Arizona 85281
(602) 968-7404
800-528-1409 TELEX 165819

#519



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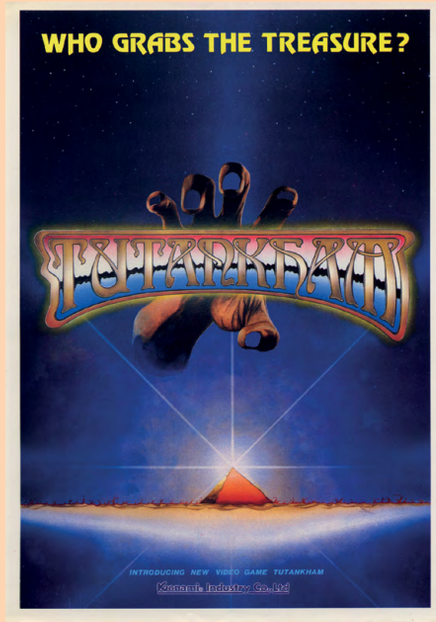


#521

WHO GRABS THE TREASURE?

- Find the location of enemies on the radar and advance carefully picking up the keys (one key at a time) and opening the doors with them.
- Bonus points for picking up keys and treasures scattered in the maze.
- Speed of enemies varys to each other, so be careful when you attack them by laser beam.
  - Slower than yours.
  - Faster than yours.
  - Same speed as yours.

1 STAGE

3 STAGE

HOW TO CONQURE "TUTANKHAM"!!

- You can beat enemies using "FLASH BOMBER" when you are despenately in danger (but only once per stage).
- Remember, your laser beam can only shoot horizontally.
- There is a timer set in each stage and you must clear a stage before it runs out.
- Make best use of "WARP ZONE" to escape from enemies.

2 STAGE

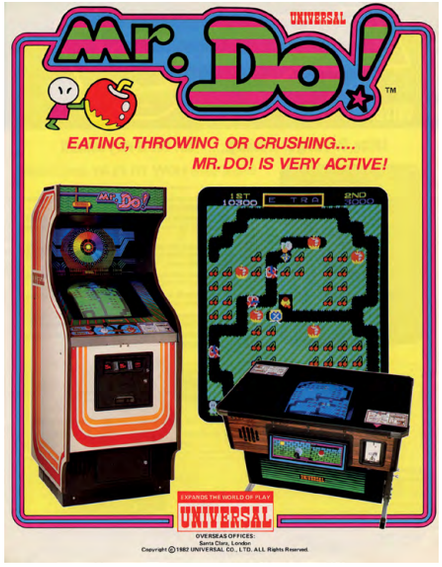
4 STAGE

Specification might change without further notice.

Konami®

Konami Industry Co.,Ltd

#522



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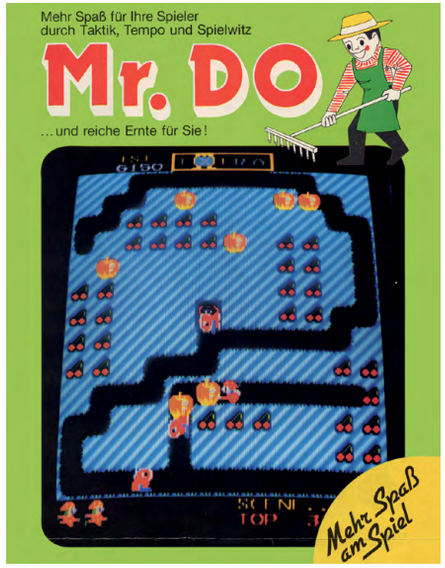

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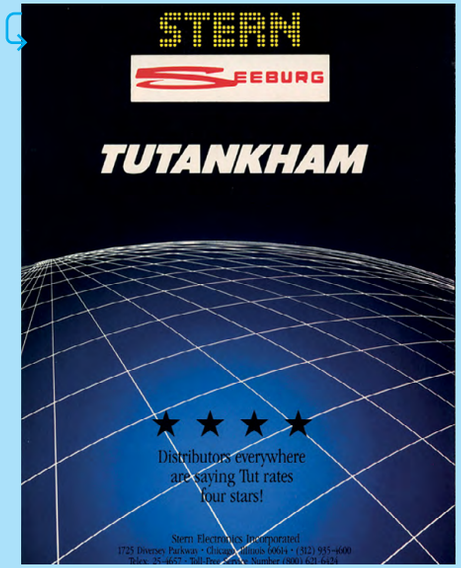

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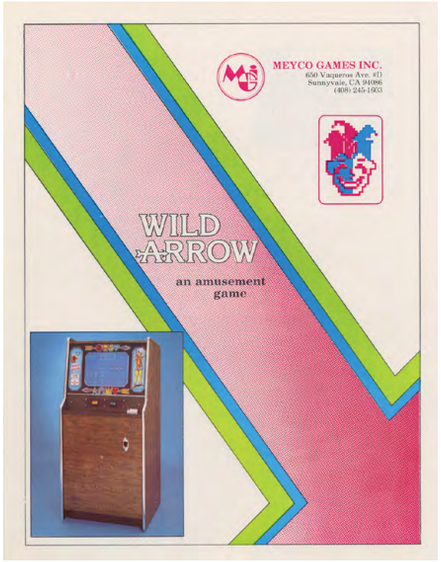

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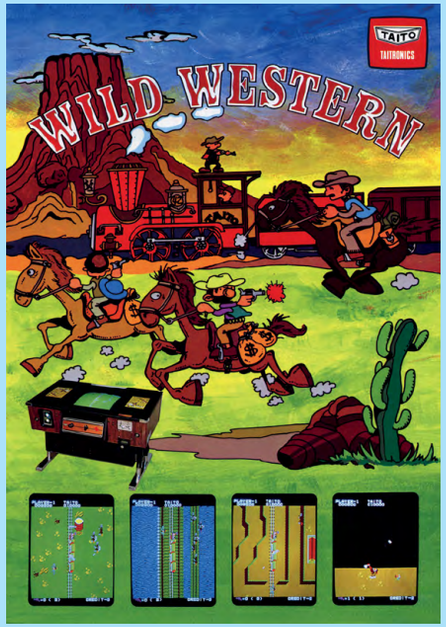

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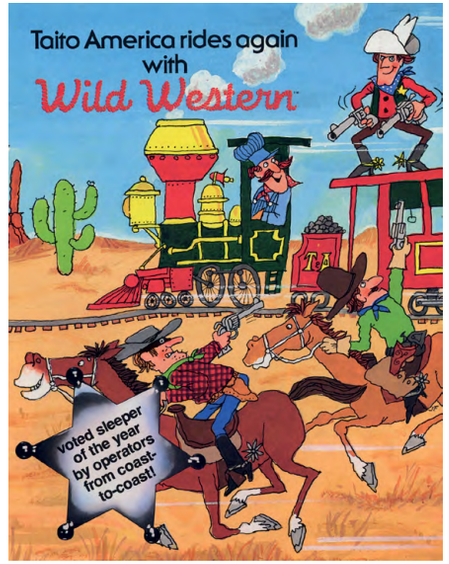

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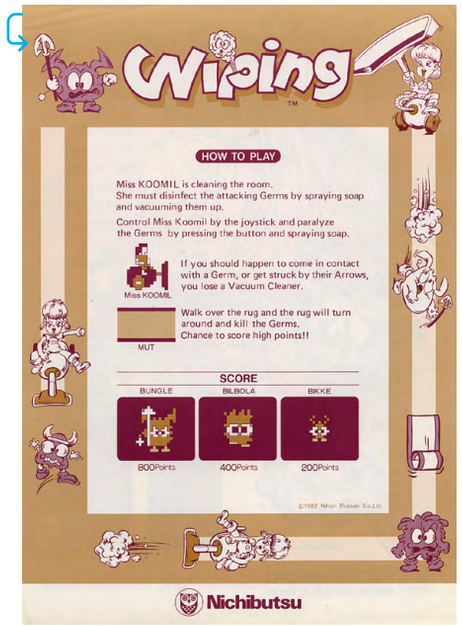

#535

ZEKTOR
"I have conquered Eridonus. You will not take it from me."
The bewitching graphic faces and chilling voices of alien robots dare the player to liberate the eight cosmic cities the robots defend.
Now comes ZEKTOR, the player's ultimate journey into a totally new realm of video game cosmos. Never before has a challenge been so great, opponents so defiant, or a game so alluring. A kaleidoscope of color, action and sound summons the player into a thrilling test of space game skill.
The Player Ship must defeat Enemy Fighters, Mobiolds and Roboprobes. Lethal Zizzers can destroy the Player Ship.
Fierce male and female robots with menacing alien voices pack eight exciting rounds with unique space adventure. The Mission: to liberate eight captive cosmic cities. The Opponents: eight evil robots and their awesome defenses. The Payoff: excitement, fun and thrills to keep every player playing. ZEKTOR is a color X-Y, one- and two-player, upright game you can't afford to be without.
Convert-a-Game
A New Game for less than half the cost.
If you own an Eliminator "or Space Fury"-upright Convert-a-Game™, we have great news for you! Now you can convert your old game into a brand new ZEKTOR game for less than half the normal cost of a new game!
Your authorized SEGA distributor will convert your Eliminator or Space Fury game and return it to you as a brand new ZEKTOR game.
If you're a SEGA Convert-a-Game . . . whether your dirt-dealer converts an older game with Sega's Conversion Pak™, or you purchase a completely new Convert-a-Game such as ZEKTOR.
If this sounds like great news to you, call your authorized SEGA distributor today.
SEGA
© Sega Enterprises, Inc.

ZEKTOR
"I hate Fatter now, you'll have to fight for it!" ZEKTOR challenges the player to recapture eight cosmic cities that have been seized by an evil cadre of alien Robots. In order to liberate each city, the player must overcome three attack waves of Enemy Fighters, Roboprobes and Mobiolds. Lethal Zizzers can destroy the Player Ship. These types of Mobiolds can bounce, spin or explode the player ship. The talking male and female robots themselves can be neutralized between rounds by firing through storted tunnels in protective, revolving barriers. The ultimate object of the game is to liberate all eight cosmic cities from alien robot occupation.
The eight different space cities are depicted in vivid video graphics along with the menacing male and female robot faces. Each robot verbally challenges the player to retake its respective city.
ZEKTOR also offers new dynamic space sounds such as the low rumble of player ship engines, the whizz of speeding rockets, the "zzzt" of Zizzers, the bouncing and sticking of Mobiocts, the unusectal wave sound of revolving barriers, and the supernova starburst of robot neutralization.
Player points are scored as the player ship destroys enemy Roboprobes and fighters. Points increase with shields and rounds.
A Bonus Counter Clock appears on the screen at the beginning of each sub-round and counts down from 4000 points. The sooner the player is victorious, the higher his score. When the robot is neutralized before it escapes, the player gains a bonus ship. Player ships are operator-variable from three to five ships.
A new rotary player control is located in the center of the control panel. By rotating the field-tested knob either clockwise or counter-clockwise, the player steers his ship. Thrust and fire control buttons are located on both sides of the rotary player control for right-or-left-handed players.
ZEKTOR is available in the standard one/two player upright. It's an exclusive SEGA color X-Y Convert-a-Game™ that can update any upright Space Fury™ or Eliminator™ game at less than half the cost of a new game. Ask your authorized SEGA distributor for the complete ZEKTOR Convert-a-Game story.
"I hate Fatter now, you'll have to fight for it!" ZEKTOR's video graphics display eight different robots in eight exciting rounds of play. The goal: to liberate the cosmic cities of Aceeta, Balbo, Centaurus, Deneboia, Eridonus, Fomalhaut, Gamma, the secret city of a mystery robot from the past.
Mobiolds float randomly in a spinning motion from the top to bottom of screen. Lethal Zizzers can destroy the Player Ship with spare vehicles unscrambledly. The red and yellow saw-toothed Mobiolds will explode upon contact with the Player Ship. The greenish-green Mobiold will spin the player ship with an awesome skidding sound. Hate Zizzer being fired at player ship from Roboprobe on left.
Player ship flees from two enemy fighters and two distant Roboprobes. The player ship seeks refuge behind the green Mobiold. Roboprobes and fighter ships can destroy the Player Ship by firing through the lethal Zizzers that explode upon contact. As many as seven fighters and Roboprobes can be attacking the player ship at the same time!
After three sub-round attack waves, the Player Ship must neutralize the Mobiolds by firing through the narrow tunnels in revolving protective barriers that surround the alien's head. The player must circle the shielding barriers to score a direct hit and neutralize the robot before it escapes. Here, the player ship attempts to neutralize the bewitching female robot from the fifth city, Eridonus, before she escapes.
Uprights: 71-1/4" high, 29-7/8" deep, 25-1/2"W wide. 330 lbs.
SEGA
SEGA ENTERPRISES, INC.
2029 Century Park East,
Los Angeles, CA
90067, TLX 698433
GREMLIN INDUSTRIES, INC.
16250 Technology Drive,
San Diego, CA 92127,
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TWX 910-335-1621
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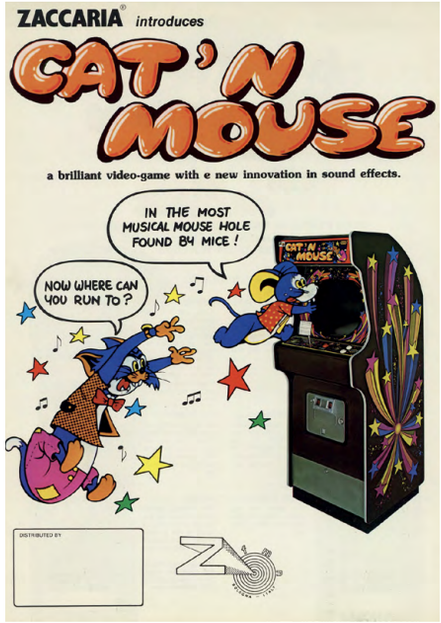
#536


ZACCARIA® introduces
CAT'N MOUSE
a brilliant video-game with e new innovation in sound effects.
IN THE MOST MUSICAL MOUSE HOLE FOUND BY MICE !
NOW WHERE CAN YOU RUN TO ?
DISTRIBUTED BY:

ZACCARIA'S PRODUCTION
CAT'N MOUSE
EVER POPULAR CATN MOUSE CHARACTERS ATTRACT THE PLAYERS TO THE MACHINE AND KEEP THEM PLAYING
CO/STARRING
MAD DOG:
The cat has to watch out for the mad dog, who comes after him with bared teeth and loud growls. The only passion the dog has in life is to catch cats.
CHEESE:
If the cat hits the mouse carrying the cheese, the mouse drops the cheese into the archways beneath the cat.
The mice in this area become more interested in eating the cheese than annoying the cat by biting his tail.
SUPER MOUSE:
Super mouse creeps on the scene and eats the fruit, no one knows from where he came, and his appearance is always mysterious.
OLD WOMAN:
An irritable old woman who hates mice, chases the cat and tries to hit him with the broom because he lets the mice escape.
GAME SEQUENCE:
The game has five phases each one progressively more difficult.
SOUND:
The musical sounds emitted from the game are reminiscent of some of the comedy music associated with the theme of the game.
Trumpet, bass, drums, and piano are reproduced electronically with realistic effect.

#537

in A.D.2012 From the story of ZIX
XEVIOUS
ゼビウス
プレイするたびに謎が深まる!!
namco
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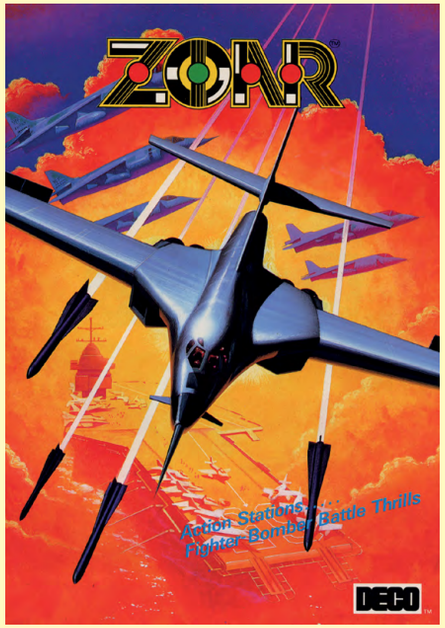
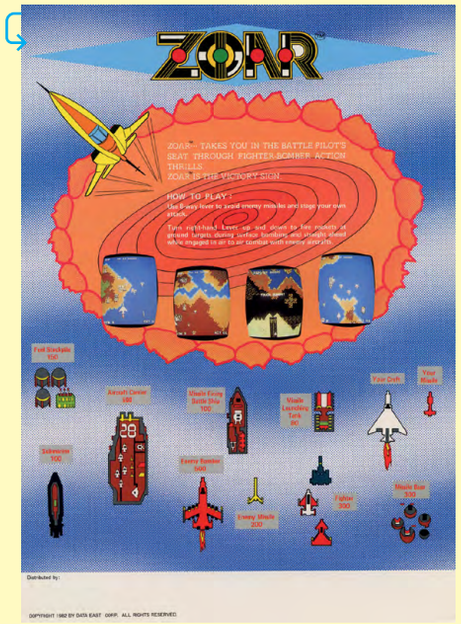
#538





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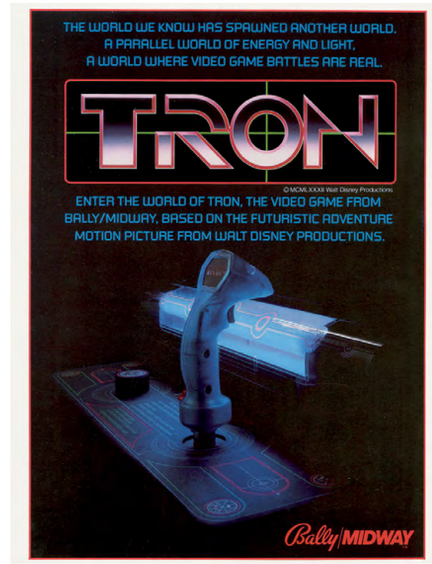

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